

ATARI

COMPUTING

Issue 11 • October 1998

£3.50

ISSN 1069-0961

ACC 98

Milan UK Launch!
See it live at ACC '98

Reviews

Calamus SL98
AmiPlayer
Mi-Player
Solitaire
NOS Falga

Features

Digital Audio
Solodan Software
Inner Jam

Tutorials

Basic Layout
Papyrus
Inside GEM

Plus: Calc Cyline, a77, GEM, Kestack, Stewart, Sounds and Stuff CD, Texel HYP, Q&A

Veloce+

STe system
upgrade from
T.U.S. Developments



Bring your STe
up-to-date with
Veloce+ from T.U.S.
Developments,
processor upgrade to
68020 32 Bit at 16Mhz,

additional 2 or 4Mb FastRAM and TOS 2.06
all on board. Load HYDI into 32 Bit
FastRAM for lightning screen updates, along
with the program disk to leave 4Mb STe
Ram free for data.

Compatible with most high end STe software
packages such as CUBASE v3 and Score,
Nesator Logik, Papyrus, Calamus,
Timeworks and many many more. Please call
or visit our website for further information.
Available for DIY installation (soldering
required) with full manual or fitted by
THE UPGRADE SHOP.

- ✓ 68020 Processor running at 16Mhz
- ✓ 0, 2 or 4Mb FastRAM
- ✓ TOS 2.06 on board
- ✓ FastRAM and TOS full 32 Bit
zero wait state
- ✓ Switchable between existing 68000 and
68020 for maximum compatibility
- ✓ Compatible with IDEal
Hard Drive Interface
- ✓ Fits inside a standard STe case

Veloce+ (0Mb FastRAM)	£ 99.00
Veloce+2 (2Mb FastRAM)	£149.00
Veloce+4 (4Mb FastRAM)	£189.00

IDEal

The IDEal hard drive system from T.U.S.
Developments uses the latest 2.5" IDE hard
drives found in computers such as the
Falcon and PC Notebooks.

The entire hard drive fits inside the
standard STe case and is extremely quiet in
operation. All lots are complete with fitting
instructions, cables and software.

IDEal interface only	£ 59.00
IDEal interface and 170Mb Drive	£109.00
IDEal interface and 340Mb Drive	£139.00

Other sizes available - please call

T.U.S. Developments
01625 503448

<http://www.tusdev.demon.co.uk>
Email: dave@tusdev.demon.co.uk

- ✓ Fully Atari compatible design
- ✓ "New" 2 drive systems - please call
- ✓ Works alongside SCSI-based systems
- ✓ Complete with formatting/partitioning
software
- ✓ Very quiet in operation

Veloce+ & IDEal Drives

Veloce+2 c/w IDEal 170	£249.00	Veloce+4 c/w IDEal 170	£289.00
Veloce+2 c/w IDEal 340	£279.00	Veloce+4 c/w IDEal 340	£319.00

Other options available

CHETAH EXTERNAL HARD DRIVES

The Chetah external hard drive from T.U.S. Development is up to 80% faster than any other hard drive in its class.

- Complete with Host Adapter and cable
- Formatting and partitioning software included
- Small case dimensions
- Built in power supply and cooling fan
- Dual SCSI internal connectors for daisy-chaining extra drives
- SCSI software

A fully featured system that can be used on more than 400 computers. All systems are supplied with formatted and partitioned ready for immediate use.

100MB	£149.00
200MB	£179.00
400MB	£222.00

HI RESOLUTION 14" MONO MONITORS

Improve your display with T.U.S. a 14" mono monitor for the Atari-ST series. High resolution screen ideal for Games, Numerics and many other programs. All monitors include appropriate connecting leads and a tilt and rotate stand.

With tilt stand	£149.00
With stand	£189.00
(stand on top)	

ATARI MEMORY

ST/ST Mega 512k	
1/2 meg	£10.00
3 meg	£25.00
4 meg	£49.00
ST/ST Mega 640k	
1/2 meg	£18.00
3 meg	£25.00
4 meg	£25.00

All kits are supplied with comprehensive fitting instructions, testing software and a free disk of useful PC software updates.

TOS 2.06

- Enhanced operating system from Atari
- Improved desktop
- Full keyboard control of windows
- Place programs on desktop for easy launching
- Assign function keys to launch programs
- Users can give access to old TOS system for complete compatibility

- All kits supplied with full fitting instructions and TOS manual

ST/ST Version 3 kit	£47.99
(TOS 1.62.06 supplied) Single sub-line installation	
ST/ST/ST/ST fixed line	£84.99

HIGH DENSITY DRIVES

- Easy exchange of data with other platforms
- True ST read and write high density (1.44MB) discs
- Fully automatic switching controlled by type of disc placed in the drive
- Complete with software drivers and high density formatting software

High Density Module	£29.00
High Density Module and 3MB drive drive	£49.00
Note: TOS 2.04 or above required for high density support	

TOS 2.06 & HIGH DENSITY DRIVE PACKAGE

ST/ST TOS 2.06 with HD Drive & Controller	£89.00
ST/ST TOS 2.06 with HD Drive & Controller	£101.00

MODEMS

Do you want to send email, to enter the world wide web, and join in the current revolution with your Atari? Using one of our modems and suitable software you can do just that.

T.U.S. 33,600 Words, Data, Fax Modem	£59.00
T.U.S. 96,000 Words, Data, Fax Modem	£79.00

(B&T approval with G27 markings - complete with cables and software for Bulletin Board access)

SERIAL PORT UPGRADE

Use of our modem with any ST machine by installing a T.U.S. 33 word

Read serial port upgrade kit.

33/96 Word with full instructions	£22.00
If supplied with any of above modems	£19.00

REPAIRS AND FITTING SERVICE

Fully trained engineers for a reliable repair. All jobs quoted for individually (no fixed prices). All hour for normal on most machines. Long 4 months warranty is standard. Customer collection and return available for £14.00.

We can fix any of the advanced products on your machine for a one off fitting charge of £29.00. This means that if you require an upgrade and a high density drive fixed then the charge is only £19.00.

Please telephone for an appointment before bringing your machine or call if we can collect it required. Please ensure all parcels collected are adequately packaged.

Replacement Internal drives (k)

For any ST with internal drive. High quality replacement with stand with full ST's if required. (1MB or 2MB drive supplied)

	£29.00
--	--------

Power Supplies

High end and supplied (full for you label)

★ Veloc Falcon? ★

Call for details

The Upgrade Shop

37 Crossall Street, Macclesfield, Cheshire, SK11 6QF

Telephone 01625 503448

Monday - Friday 9:00AM - 5:00PM Saturday 9:00AM - 12:30PM

ACCESS DELTA MASTERCARD VISA SWITCH

Delivery Charge

one 24hr installation £30.00

replacement £1.00 P&P

for 24 hr. items and orders

over £20.00 please add

£1.00 insurance charge

London Prices for

repairs and repairs £.00

All prices include VAT (17.5% but include delivery and installation charges). Prices are for products shown. Orders can be placed by telephone during normal hours (9:00AM - 5:00PM). Orders placed by phone will be placed in the queue. The Upgrade Shop is not liable for any products or services not received. A 14 day return policy applies to all products. All prices subject to change without notice. £8.00

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Neuss v Stafford

It shows where you're at and how far you've come this month. And I'm hoping we'll be taking around Europe checking out the latest releases and promoting our magazine. First up is a Nexus on October 4/5th in Germany where we're expecting the Milan computer to be on sale for the first time.

I was lucky enough to get hold of one of these machines and you can read my first impressions on page 12, with more to come next issue. There's still no confirmation of a show in France this autumn but December is the month slated in discussions which means Alan Compagny's own ACC94 is the one to line up on November 18th in Stafford. If everything goes according to plan, UK readers should find a flyer with out-of-the-pocket discount form inside this issue. Check out our ACC 94 Show Guide on page 8 and you'll see there's something of interest to anyone interested in computing to bring along your friends and make a day of it.

With the show and the festive season looming its likely, ACC94 won't fit your diaries until January so I'll take this opportunity to thank you all for your support, especially our contributors, and wish you all a Happy Christmas and New Year.

If you're wondering what's happened to last regular page I've held it over until next issue because I ran out of space. I've finally got about loading that Team Tip too, been promising it for a while now.

Joe Conway

News...

System Solutions

A new batch of the covered SoundPool HQ4 HQ2 output expander which offers 24 additional channels are in stock in stock.



The HQ4 uses the parallel (printer) port and driver electronics to achieve unbuffered HQ2 8m eq. Burden and price including VAT

- Cubox 3.1 £149.00 including free 2Mb memory for Cb/Mapp/Tr (Add £20 for 512K/512K/512K)
- HQ4 £149.00
- HQ4 and Cubox 3.1 £298.00

Also in stock are large ZIP drives, specially modified to work on your Atari ST (or SCSI adapter) without any change in leads to the system port. The list is supplied ready to go and includes ZIP 100 drive 15256-way SCSI adapter, Lisk 57 tape adapter, HD Drive and even Atari formatted ZIP disk for £199.00 including VAT

Finally there are two new CD-R solutions and both include a free upgrade to EasyDOS Gold (if required). CD Writer (C711 RL) is SCSI cable and five Maris CD Rs. SCSI terminator and non standard SCSI cables are extra.

Price for pairs with external rated 2nd drive (maximum) is £152.00 or £149.00 for a full both including VAT

EasyDOS Gold and CD Writer now C711 RL each or £149.00 together including VAT plus P&P

Sales office: TIT Arfiter Road, Windsor, Berkshire SL4 1BL

Tel: +44 (0)1753 622212

Fax: +44 (0)1753 622213

E-mail: atari@system-solutions.co.uk

Head office: 17-19 Blackwater Street,

East Dulwich, London SE22 8UD

Tel: +44 (0)20 461 5266

Fax: +44 (0)20 461 6106

Atari Times

Recently published their first (or next)

Special Edition 1 which runs to 44 AA paper issues 1 focuses on hardware and includes some new articles along with some which have appeared on their i-ITPS. Several disks may run. The first 20 copies of the special edition are in color on high quality paper with subsequent copies on black and white paper

A copy including P&P costs £2.80 (UK) £2.90 (Europe) £3.10 (USA) All payments must be in Sterling by UK cheque, Postal Order or cash (not recommended) made payable to Colin Polonsowski but do check our other web pages for the latest information regarding overseas distribution

1997 Atari Times Awards

Following on from the success of the 1997 awards, here's another chance to reward those who support our platform. The categories are:

- Best Programmer
- Best Commercial Release
- Best Shareware Release
- Best PC/Programmer Release
- Best Game
- Best Hardware Add-on
- Best Company
- Best Non Profit Organisation
- Best Disk Magazine
- Best Paper Magazine
- Best Web Page
- Best Internet Service Provider
- Special award for services to the Atari community



Colin Polonsowski, The Craft, Hope Rd, Rileys, Nr. Rye, Sussex BN22 5BN, England
Email: polonsowski@atari.co.uk
http://www.atari.co.uk/polonsowski/Polons/

Atari Serial Mouse Interface

Maria Beards in New Zealand has announced a Plug&Play Atari serial mouse interface which enables any PC serial mouse to be connected to any Atari ST/TT/Truecolor or compatible via its mouse port. The interface doesn't require any drivers and supports track balls, touch pads and any other Microsoft or Mouse Systems compatible serial pointing device leaving your serial port free for other uses. The interface is a small unit measuring only 8x1x1 cm with a serial mouse plug at one end and a cable that plugs into your Atari mouse port at the other and. To install the unit simply plug it in - no other setup is required. Units are available now directly from Maria and the expense to acquire a UK dealer directly from the USA is £10.00 (UK) or £12.00 (USA) including a suitable 3 button serial mouse. Both plus plug when it is around £1 (UK) - contact Maria for a quote. Maria Beards, PO Box 331, Rume, Bayview 1960, New Zealand
Email: mbeards@atari.net
http://www.plugnplay.com/



Beatsbox

Cubase success!

During an IRC session with the Milan crew one of the Milan guys explained how Steinberg's head honcho - who remains an Atari enthusiast at heart - is prepared to bring a Milan Cubase to light even if he has to do it in his spare time!

New UK Atari ISP

The new provider promises loads of free consultation with full Atari support provided by Roy Goring. Features:

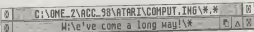
- Free trial
- Fast 24hr connection
- No ongoing costs
- Local call rates
- Large newsgroup team

PC and Mac users also supported for a free trial period

Roy Goring Tel: 01705 491847

The Alan Webbing

http://datawebbing.home.att.net



Atari Computing Convention Show Guide

Sunday November 14th from 10am to 4pm is our grand day-out in London!

All the UK Atari dealers, user groups and professionals go to the show for your latest and we will ALL be on show to the wider computing audience. ACC '98 is a great opportunity to change attitudes and demonstrate to other computer users we do not see this only computing platform that thinks different. Inside this issue UK readers should find information to help you plan your day for ACC/ACC '98 which includes you to reduced entry rates on the door along with travel details by rail, rail and bus.

Here's the GATHERING line up

Atari Computing

Our special roll calling of available hand boxes, Atari's Club and others and for the first time ever will include many demonstrations and advice on the way of the Atari aspects of computing including PC/Mac/Unix software, programming, Commodore, Amiga and Atari hardware.

Time Displays

UK dealers of the day, a PC/Mac/Unix software, Atari's Club and others and for the first time ever will include many demonstrations and advice on the way of the Atari aspects of computing including PC/Mac/Unix software, programming, Commodore, Amiga and Atari hardware.

Atari Club

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System Software

Visit the software professional and PC/Mac/Unix software, Atari's Club and others and for the first time ever will include many demonstrations and advice on the way of the Atari aspects of computing including PC/Mac/Unix software, programming, Commodore, Amiga and Atari hardware.



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ATARI

COMPUTING

Offers...

Financial accommodation for you and your machine—subject to satisfactory checks for some offers are 0%APR, immediate and you could save 10%.

READER TIPS

Individual Reader Digits are available separately from the magazine. Each digit includes software routines to drive Compuserve which is not available elsewhere.

We also have a separate Public Health Reader Club compiled by Paul Jones to accompany the materials.

All prices are available and most at 50 cents including 10¢ delivery.



BACK ISSUES

There is fighting here. I, I, I and B are now still and but we do have a small stock of other fuel, more or less than while we're still got them. Fuel supplies don't look too good.



WITH PRO



Following the inclusion of both the free environmental and fully featured test units in the new Reader's Digest you can now supply the official 70-page month-long Ad manual and labeled Master disk for just \$79.95 including US delivery.

NOVEMBER 1981 9 60



The source code for all the programs is available for free and is included with

- * Atlas Space Shot one up (ST)
 - * Brunswick full size pen package (ST)
 - * Chandoner football style game (ST)
 - * Clamsen Space flight game (ST)
 - * Farnham 10 inch disc (ST)
 - * Frisbe 11.4 inch children's ball (ST)
 - * AER Baller Aerobically game (ST)
 - * Official tennis shoes - used by Star
 - * Two Aces or XMAS discs (ST)
 - * TT Wave Clinic ball (ST)
 - * STS Box Bouncing ball (ST)
 - * Plus several unboxed games.
- All the goods for the cheap \$79.95 per box plus shipping US\$ 6.00 each.

**Order form
overleaf!**



Track

This entry is a complete, full-featured, award-winning Japanese system which gives you the software in French and some very nice extras, i.e., a PostScript™ laser printer on the top-end price of \$13,950 (including US software you get a 44 page glossy A3 map by map).
 Complete manual

- All page 43: my board details
- Reference manual
- Internet: Configuration Case List

Add another 12-14 clumps; a total of 200 will provide a copy of *Microtus* in the same border.



1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

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NOTES

Using a simple, easy-to-use, and powerful tool, you can create a simple, easy-to-use, and powerful tool.

LETTERS



A friend needed!

I've been needing to write for ages so here's my long overdue contribution. ACAP's was a chance where for me it all came together with topics of interest right across the board.

Alan Power is an example of a real hands on talent which runs a shareware program and opens new doors for many of us - as does the excellent Pagepro pages. Good stuff!

I also get the feeling there is plenty more in the pipeline and our platform offers an outlet in a world where Gates and local global distribution firms seem to be selling more than profit fodder. Back in 1995, £1000 would buy you a 160Mhz PC with 4MB memory. Of course it's obsolete now but no problem, just throw it away (along with all the software), spend another £1000 and you'll be back where you started!

For me no other platform comes close to what my concept of real computing is about because we deal with real people who can give you a real sense of belonging.

Like my ST, some more than ever and it's great to see our platform offering practical solutions for real enthusiasts. My ST remains comfortable to work with and group (much) more accessible at my hands although the means that Magic, NWD and Pagepro updates are all in the pipeline is very encouraging because I use all three.

Compatibility with other platforms remains an issue. My particular area of concern is compression. Other platforms are developing improved compression techniques and I fear we will be left behind. I've recently been helping Carl Holme run our some huge at SP (LFP) a compression tool which makes entering TTF parameters a breeze. Carl programs over 40 different programs and these devices some knowledge is Alan Computing.

ACC Mail is a MUST and is my diary in text form - I have been at it for years desktop notepad. Your comments were spot on about people drifting away from previous shows after lagging their guides. I know I did.

There shows is a real chance for us to collectively share talents for our platform and at the same time expand our expertise. I know the way forward is to get online but I find the whole business so daunting that it'd like to reserve my place at the head of the queue for some

practical help and straightforward advice I prefer to learn by doing, not reading!

Last but not least I feel AC is a truly professional publication in every sense of the word and may I express thanks to ALL those involved and good luck for the future - I look forward to catching up with you and others in ACC 98.

Steve Whitehead, Australia

Thanks Steve, and apologies for trimming your letter down from several pages! If you or Carl would like to read us for software or an online survey we'd be pleased to take a look.

Zip ZIPs?



CHILLERS.ZIP



TGS.BIN.TGS

It's always tricky to read some contributions in print and I enjoyed reading my article on HP printer drivers in ACAP 98.

However, I was rather disappointed to find that I could not readily access the article on the Reader Disk, or any other items on the disk, owing from the change from self extracting files to ZIP files for which I had no instantly available decoder.

I would assume many other readers were similarly disappointed and I am surprised there was no reminder telling subscribers could use the utility on ACAP's Reader Disk. I strongly suggest a ZIP utility such as ST ZIP be included on the next disk for those new subscribers who do not have access to a utility at this time.

Keep up the good work.

Bob Jenkins, Queensland, Australia

To date Ray's letters is the only one we've received on this subject. I did include advice warning in the ACAP's Reader Disk - we plan to do this from now on unless told of you write or asking to keep the self extracting TGS files! - maybe Ray missed that?

The Two in-One archive manager we included on the ACAP's Reader Disk is merely a shell and does not include the TTF utilities

needed to extract archives which are only available as part of the ST-ZIP distribution. I felt including ST-ZIP, which is both large and widely available, would have been a waste of valuable disk space - maybe I am wrong?

Travelling places?

I am writing to register my concern about certain Companies encouraging Alan users to change machines? It is exactly what we Alan enthusiasts don't need! I read an advert offering quotes for PC systems and another company advertising Mac upgrades. I fully understood that for companies to survive they must expand into other markets but why can I they advertise in PC and Mac mags or sell rubber near bands?

Name and address supplied

If we printed too many letters like this one they probably would! I understood your point all right but I'm confident Alan enthusiasts can resist the urge. The reality is we do probably include ads selling rubber near gears the chance because we need the advertising revenue. Our Advertising Manager adds:

Like it or not, magazines are very dependent on advertisers money. Without the revenue from adverts, each copy of the magazine would cost about £2.00 - £2.50 more, not such a good thing for our readers! We maintain a strict editorial independence and advertisers have no say in what we publish, so it would be unfair to tell them what they can put in their adverts.

However, we would refuse adverts of an advertiser who breaching accepted advertising conditions or was causing major problems through their words or deeds.

GET IT OFF YOUR CHEST

Got something to say, or have a reason about?

Alan Computing welcomes your comments, queries, news, advice and good reasons!

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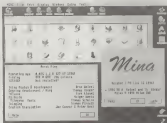
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There's been a lot of talk about the Milan but now it's finally a reality. Joe Connor shares his first impressions.

Milan

YOUR Personal-Computer



The Milan, named after another kind of pig, is the unofficial successor to the Pegasus and a real test to the future of the Atari market in Germany where there's still the necessary critical mass of developers and users to sustain the Milan as an ongoing venture.

Milan runs a modified version of TOS v1.5. HINT and Milan Plus OS 1.2 (an extension from HINT) can be installed from the supplied CD-ROM to provide a refreshing environment. This combination will be competing head-to-head for users with PlugC. Sadly PlugC does not run on the Milan system and with many Atari "power users" tilted on PlugC this is major disappointment.

DIY Milan

At the heart of the Milan computer system is a motherboard with two serial ports, a floppy disk controller, and any standard PC AT case.



Although every Milan will find its way (and probably dollars) to buy a complete Milan system from their local dealer I bought a motherboard kit and built the machine myself. Soaring to you give up on Lego and you take any cost precautions is easier than making a memory upgrade into an EP. In addition to the Milan motherboard kit you'll need:

- Upgraded PC AT case
- PC graphics card
- HD floppy drive mechanism
- IDE hard drive (optional)
- 16MB or more RAM (EDO-HIMES for faster memory module)
- 2-button PS/2 mouse
- Standard PC keyboard
- IDE CD-ROM mechanism (optional)

The Milan motherboard includes four slots, two of which EDO memory can be installed. Stock HINT is filled with a 14MB or larger EDO memory module. The other slots can be filled or left empty, which means configurations from 14MB up to 34MB are possible.

The motherboard is situated in the case so the keyboard connector lines up with the hole in the rear of the case.

After this is a simple matter of plugging in a PC graphics card, connecting up the cables, installing the floppy drive then having the machine from the supplied Milan System floppy disk. If all goes well you should see the Milan boot

screen, followed by the Milan/TOS desktop by HINT/MSX1 mechanism.

Now I had a working system I proceeded to install a hard drive (EM 120Mb) and CD-ROM (Creative Labs 24 speed) into the device bays using the supplied IDE ribbon cable to make a daisy chain connection the primary IDE interface on the motherboard.

All that remained was to connect the two serial and single parallel ribbon cables between the lines and pins on the rear of the case to the sockets on the motherboard. Unfortunately my parallel ribbon cable was too short - even though I was using the recommended case and no "pig" games were provided to be the solution to the bracketed points - a black mark.

There are three COM ports. COM2 and COM3 support 115k bps and COM1 is Atari PBIF compatible and tops out at 19200 bps. The driver between the HINT/MSX1 connectors to access the higher speeds.

Setting everything using the Milan System floppy HD Drive (supplied) correctly logged the hard drive and CD-ROM and installed the Creative Labs CD-ROM driver software and various other modules before arriving at the TOS desktop once again.

At this stage the manual suggests you copy everything from the HINT/MSX1

Pixel Motion

Want to watch movies on your Atari?
Here's some advice from Shuming Lai



Several native videoconferencing formats have evolved from the IT's early days as a primitive graphics work-horse for the masses. Since then, industry developments, on more powerful hardware, have left little at the start, so where do we stand now? The short and sharp answer for most Atari users is "In the slow lane," which is a lot better than total exclusion!

Display quality rules demand high colour and resolution, which takes up bandwidth requirements to enormous proportions. For most, there can be no roomy early bird, as most current storage media. The solution is compression, and to work effectively this relies on raw hardware motion picture or dedicated decoding chips.

With a complete absence of the latter and relatively little of the former, it is interesting to see programmers still taking up the challenge to squeeze our Ataris for maximum drop in performance. Here we have two different video players, both from France: Lygia's *cinema screen*!

Hi Player



▲ The Hi Player interface as it can be seen in Hi Player!



Guilfoyle. Who has been developing new versions of hi Hi Player for some time, one for ST(s) computers and the other for 486(s) or above. It is best described as an 'imagery' for video. On the player side there is support for VGA or formats like Apple

QuickTime (and VR extended), Windows ANI and MPEG along with their built-in image sub-versions of colour coding and compression schemes. The popular Atari standards are taken too: pixel-extended FLI (which has sound) and the French ST/TT's native, proper early CDROM.

The compression capability is accompanied by simple frame separating for those all important (or more right) animated GIFs for web pages. Anyone struggling with compressed low-GIF as motion programs parked their UNIX, and for a little more relief to use the batch file utility shell from the same author. When you create a movie from a speed of frames you can choose to add sound. There is no complex time coding, the playback can be set to ignore or to follow the sound, in which case the sequence's frame rate is simply calculated as a base for division of the sound, or not.

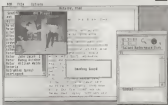
Hi Player's presence as an ST player is very impressive, few if any other players use the basic TOS interface can match its facilities. While the ST can't handle some of the newer formats as comprehensively as

real time, Hi Player's back-to-basics approach shows down to a format based on the ST like the Laser's FLI. This provides an immediate comparison with 88000's FLI player, and our test shows Hi Player to be not quite as happy even without GDI and no filtering.

When playing MPEGs on the Hi Player is speed can't match other DSP driven players, and the output exhibits a little more grain near the border of sharply contrasting red areas. Some bugs in the MPEG decoding are apparent too. One of my test files had a horizontal resolution 32 pixels under than the physical screen, and instead of being cropped or scaled, the end 32 pixels of each scan-line appeared in the beginning of every other scan-line!

My excitement aside, I tried to play some VCD (Video CD, not to be confused with CD Video from about 10 years ago) discs, which are MPEG compressed. My luck in France, none of the other MPEG players I tried could manage them either, but Guilfoyle is looking out in The format, a sort of half way house between Laser Disc and DVD Video, with the benefit that it uses ISO-9660 so with the correct decoding algorithm even a basic ST with CD-ROM drive could easily read a film.

The author has aimed to keep the program as compact as possible and this is evident in the user interface. It can be



▲ Hi Player is used to view by Hi Player, driven for Softdisk's (atari.com) CD



▲ Putting together some picture files easily

slightly cryptic at times and gives the impression of being keen to get it there as soon as you press it, does the job without any fuss other than to see you click.

Control is also the indicator being out of there with subtle efficiency. Credits is also. However, with respect to the machine supports. There are three graphics output routines supported for video cards: software resolution change to Falco's TrueColor, and the graphics card. Sound-wise there is DMA for ST/TT and Pulse or Yamaha FMG or RealplayMidi for IBM, very thoughtful indeed.

It is easy to drive MPlayer on the basis of its look, a great mistake because that minimalist exterior hides some real power. There is still plenty of room for refinement though. I would like to see more advanced audio understanding, among other things. Registering MPlayer gets you the colour version (the unregistered release is grayscale only), and I'd say this too is quite reasonable.

MPLAYER v2.05

Author

Guillaume Tello
Bouli Lippel/Artemis
http://www.mplayerhq.hu
Status: Shareware

Price

Free, but supports many configurations, compact

Cons

Some bugs, no native support for MPEG

63%



▲ With MPlayer you can save the current picture as an image in the file placed in a series of frames

Analysing

Earlier MPlayer's Analysing is rather more basic. It is a general media player offering a comprehensive interface in a choice of five European languages, controlled by mouse and simple keyboard program. It is also best suited to Pulse. It doesn't give a look in which faced with some last version of the MPEG CPU just Pulse resolve fast. The last it can manage on an IBM is audio playback, and it even attempts large file detect from disk along with a list of skipping and jumping.

Analysing doesn't matter for so many video formats as MPlayer, but still able to convert. However, it does use the Pulse's DSP and the MPEG version currently in development needs 15 frames per second with a 144x128 movie on a 386/486 (MPEG-2 is not).

His detection is made between audio, video or movies in the disabled file information box, it gives all possible parameters for each for a given file. The same applies to the slide show feature. It is play whatever is in the directory you choose and I found this very useful when using big video CDs with master programs running as an auxiliary.

Analysing could well run the way perfect for browsing up those long series of work by watching some movies.

Choosing a new GUI display speeds things up and means you can run Analysing from any video mode and it will automatically switch to Pulse's TrueColor. Generally this is a good idea, as the debayer is somewhat primitive (for maximum speed) and makes images appear similar to being covered with a net curtain.

Clearly viewing PDS from 14-colour mode doesn't switch to a higher colour mode and you get that differing limited Monitor is a very small, with picture large than the screen, unless you select a GUI display to then come upon a scrollable window.

Video playback performance for a watchable display, testing across the middle and frame options. Still less apparent than MPlayer.

MOVIE INFORMATION:

0 0 0 1 1 colors
Number of frames: 0
Number of frames/sec: 0
Start keyframes: 0
Time: 0:00:00
Number current picture: 0 (0:00:00)
Compression: 10: 00000000
Size: 0

SOUND INFORMATION:

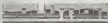
Quality: 16 bits stereo
Frequency: 44100 Hz = 44100 Hz
Time: 0:00:00
Compression: 10: 00000000
MEMORY INFORMATION:
Size of file buffers: 0 Bytes
Size of picture buffers: 0 Bytes
Size of stream buffers: 0 Bytes
Size of sound buffers: 138468 Bytes

OK

Foundation Two

Paranoia

Solution Software evolution - a retrospective by Mad Butcher



S.O.L.T.A.K.A.T.E.

Solution Software was a German Software developer, created by Thorsten Batschke and Oliver Heun. *ESLA League Manager II* was the first release to be reviewed the UK and was Paperama style Rollercoaster Experience follow up, achieved up a creditable 81% in ST Format before the UK magazine threw in the towel.

There's a Falcon computer prepared for the final release.



Paranoia is a game involving on number nine game on the title of another classic called *Genocide*, which will feature some quite popular Atari's name people and has been active creating graphics for other projects.



A year later Solution released *Nightfall*, a Role style strategy game which can be played by upto eight players. *Nightfall* featured decent graphics and a plethora of customisation options. But this was the first, and perhaps most original release. *Throne* is a puzzle game with cool graphics and simple addictive gameplay which involved moving and creating stones to reach the next level.



Foundation Two has released *Sunshine*, the first (and only) Falcon disk game based on a popular pub game where the aim is to throw your ball. *LOST WATERS* *Sunshine* was Mad Butcher's first attempt at programming in C and contains multiple sampled sounds in English, German and French.



Only three months later Foundation Two released *Dry Egg* for the Falcon. *Dry Egg* is loosely based on dominoes except you place triangles next to each other.

There's also the possibility of a Monopoly style game to come for the Falcon but these days the Mad Butcher doesn't have so much time and may more than the ST name and switch platforms to Atari XBOX 8-bit machines that surprised you did it?

So far he has coded and released a Shanghai style 8 bit game called *Talon*, and a late version of a museum between *Gold* and *Silver* called *Samurai Ydo*, you can check it out using one of the Atari 8 bit emulators, or better yet get hold of the real thing! ☺

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New CD-ROMs

Floppyshop are the only UK company actively compiling Atari specific CDs at the moment. Following on from their recent GTP+Graphics release here's two more titles reviewed by Mark Wherry and Matthew Beeson...



Sounds and Stuff has been compiled by Richard Cove, a Davey Pothier and is subtitled *The Atari Musician's Toolkit*, but it's that claim justified!

The CD is extremely well organised and finding stuff is easy. The best previously commercial demos and free software are all here, and it's true to say that there will probably be something for everyone. There's far too much on the CD to go into details here, but hopefully you'll get a flavour of what it can offer. The MIDI section includes tempo calculators, sequencers including Truetime and Accupoints, composition tools including Schoenberg style editors, system exclusive based tools like PPGlans, and much more... including the Planet Fun MIDI utilities from the golden era. Audiofiles will enjoy the sample converters, players and editors, including the full version of Audio Recorder 2 for the Falcon; software spinbush programs, loaders and other utilities.

I was really pleased to find MIDI and audio programming information, including specifications, sample formats and playing routines. There is also a dedicated Falcon folder with demo versions of the SoundPool and Realtime ranges, together with other mostly audio based software, especially hard disk recorders.

When you're tired of exploring software, there's a killer bit of music in Quartz: Pro24 MIDI and MOD formats as well as two folders of vocal samples from the exclusive Decca/Cow Cow library. These are of varying quality and presented in Multiple AMB format, and it is DPL format for you to use freely in your own music when you get the creative urge. The thing on the table is a complete unprocessed version of Sound Chip-Synth 3.10, which scored 87% in ACP2.

Even more are benefits from non-musical utilities and a thoughtful collection has been provided, along with some games written with these utilities in mind. order Floppyshop software and catalogue a demo version of GAB and the Floppyshop Converter, Interactive and Atari Computing websites.

Hybridisation of Sounds and Stuff is that the only way to navigate the CD is via the desktop, reading the ASCII format directory content notes as you go along. I know this is the way Atari CDs are generally presented, but given Davey's programming and prepress talents, a more attractive front end would have been easier. That aside, anyone who does anything remotely musical with their Atari will enjoy this CD and gain the inclusion of Sound Chip-Synth is tremendous value for money.

Mark Wherry



This CD is based on a website called PlanetCD Volume 1, which was compiled by Armand S&S in Paris. As the title suggests, it is a delectable Falcon treat and will be of little use to anyone else. Floppyshop took the original release and has made sure all the software was up to date and all the loaders had English names. Not just names: 100% of new software was added along with the obligatory GAB demo and Floppyshop Converter (see Active and Atari Computing websites).

As usual, the CD is broken down into 4 themes/folders and the layout is fully logical to navigate. Over half of the CD is given over to demos (140P) and games, including a full version of Planet Games, a superb racing game, but other highlights include a ready-to-read PANT (used

UNIX system) [FreePNT is also included elsewhere], Planet Told a Philosophy2 and a healthy folder of system software such as HTTP server, STing, demo of WinSales, GAB, Homepage, Pagan and more. There's also a collection of graphics tools including PCX Ray and demo of Apex and Random, a folder containing magazines including AtariPole, Atari Times, Pagan, FOGs and more; a reasonable collection of programming source code, and an excellent TECH_STUFF folder with all sorts of documents and specifications. An audio folder is also provided, but if you're looking for musical content, get Sounds and Stuff instead.

The French angle of the CD is evident in some of the material, it is French. However, Floppyshop have done again done an excellent job in ensuring most of the stuff is in English. There is also a spitable covering of content with the ST+TG8 CD (especially if you have ST+TG8 P2) but the quality of the content is high and, if you're an Atari enthusiast who enjoys working, demos and other content, means software you won't be disappointed.

Mark Wherry (HW) and Matthew Beeson (WB)

CD-ROMs

Publisher: Floppyshop
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Sounds and Stuff
Price: High quality to match name, full version of RCS music, sound and programming resources.
Content: Nothing serious, but a treat and would have been nice.
Score: 85%

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Milan Computersysteme
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D-24146 Kiel - Germany

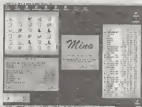
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Ed McGlone gets his hands on Calamus SL'88, one of the most eagerly awaited upgrades to one of the Atari platform's oldest professional quality software packages...

Back in the eighties Calamus was released for the Atari ST and revolutionized Desktop Publishing on our favourite platform. Up until that time, desktop publishing software had used kludged fonts for the text shown on screen. Suddenly, Calamus burst onto the scene with its use of variable font technology and DTP would never be the same again.

Calamus was the first true WYSIWYG desktop publisher for any platform. It was the lowest pricing package under most circumstances and indeed when combined with the Atari LAMDA Laser Printer was unbeatable with a click to print some of about six seconds!

I remember being given the latest version of (at that time) Adobe PageMaker as the life of desktop publishing on at work and just about leaving my hair out with frustration at that program's lack of capabilities compared to my beloved Calamus at home. Well that has been Calamus' strength over the years. It has been used on many occasions Calamus has a steep learning curve and a quirky interface which at first last once you're hooked on Calamus, nothing else will do! That is why really Calamus 1.09 seems appropriate to Calamus SL when the full colour version was released and retains loyal Calamus users to this day.

What's new?

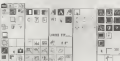
So what does the new Calamus SL'88 have to offer? Well the answer is more of everything. New features, smoother interface, more flexibility, better scaling and increased functionality. Here's a list a few of the new features:

- Text scaling
- New Fill selector
- Newly revamped and improved Print dialog

- Built in mailing
- New Guidelines module
- New Text Ruler dialog
- Improved font handling
- Improved Mailmaking operation

Buttons, Bars and Panels

To start with the interface when you open up Calamus SL'88, it looks very familiar but some subtle improvements begin to intrude on your consciousness.



▲ A typical Calamus command bar. These are normally displayed on a title bar used to indicate the type of icons.

Calamus has become more modular in nature, some commands which were previously located on the left hand command patch have moved up to the external modules toolbar. This toolbar can now be resized and re-positioned to accommodate more external modules and the better screen real-estate tool can also be moved to allow for that. If the external modules toolbar is kept too small to show all of the modules available, it displays scroll arrows for before. There's a box particularly for several large windows ready enough space to expand their toolbar displays. On my usual 68040 display there's room across the top for about 32 external module buttons, far more than I think anyone would ever need.

The link between modules is now much smoother. For example, if you select

Special Options for a frame type which has no commands under that heading, a dialog box pops up to offer you the chance to go straight in to the module which deals with that frame type. Also, if you click on a module, for example 'Vector Graphics' without having first selected a frame of that type, the Frames Module is switched to that frame type and you can immediately draw over onto the page. Little features like this make the best

version easier to use but without losing the Calamus feel. This means to experience modules however, sometimes users to confirm more rather than make things easier. There's a new Guidelines module for example which gives excellent control over the placement and visibility of grids.

guidelines, new and then guides, printable areas and the necessary Calamus Magnetic Screen feature. The only module is due to activate any of these guides for trapping frames so you have to go back to the Frames module. That feature has now been built in to the Guidelines Module. This reorganisation of familiar features can be frustrating for the occasional Calamus user but, to be honest is probably of less importance to newcomers to the software who will simply learn it that way.

Looking at the frame types available we come across the first of the newly related modules which used to be sold separately. MetaFrames. These work like this. Choose and select new frames of any type. Click on the Meta box and the Meta frame is created by the front layout. For example if your back frame is a picture and

your frame frame is a frame of black text and the end result will be a frame of text filled with this pattern – very neat!

All of the other old favourites are there: Text, Motion and Raster Graphics, Line Rulers, Raster Areas, Groups and so on and in most cases the available commands have been refined.

Raster Graphic frames are now freely convertible between TrueColor palette based images, grayscale or monochrome in the frame's special functions panel and their internal lines or backgrounds can be edited.

Stylable Text

Much of the time spent in a desktop publishing package like Calamus is grabbed up by layout textual elements. Calamus has always excelled in this with overgenerations control over every aspect of the text's appearance.

How of these have now been taken to Calamus 3 now the very first release box for anyone unfamiliar with Calamus here is a brief description of the tools which, from left to right, are:

- Set the colour and the lines for outlining
- Set the colour and distance for text shadows
- Outline and choose Text Style 1 to 5. All of this adds up to control of the most comprehensive text style control tools available anywhere.

One especially useful new feature which makes creating banners, headlines and display text very easy is the ability to reveal text simply by unchecking the stroke styling frame. This scales the text independently in the x and y directions so you can make a letter or character this way or that. Text used in this way allows text to be viewed for further editing but the stretch settings are retained so that when you are finished a single mouse click restores the stretch.



▲ Making an Outline Effect to give the Photographs a style

Basic picture editing can be carried out from inside Calamus. The tool palette allows single point and brush based editing for manually touching up images and the new Photo Touch filter module from PEG allows whole image effects to be added including Blur, Edge, a programmable gamma filter and an excellent Gamma filter. In addition, H adjustments or Colour Control Lanes can be used to adjust brightness, contrast and the colour balance of images.

Output

Printing has received a fair bit of attention in Calamus since the last release. It is still as fast as ever but excellent results are now easier to achieve especially with colour edge problems.

Most of the printer drivers have been updated and support is now offered for HP laser and desktop printers at up to 600 dpi resolution in monochrome. In addition the HP colour drivers now only require you set for resolution and colouring.

Settings to compensate for variations in the way that the different coloured dots of ink from the printer mix and combine on different types of paper. Pre sets are supplied for normal paper, transparencies and premium quality white glossy paper. Calamus has always created processed output has equal horizontal and vertical resolutions so the slightly unusual 100x100 resolution offered by some main HP colour



▲ The Textstyle Module Controls it Text

- Choose the font. Fonts can be freely loaded and unloaded from memory. There are thousands of Calamus fonts available commercially and in the Public domain and if you're as left wanting more you can use programs like Fonty available from the FANT club to convert TrueType and Postscript Type files fonts for use in Calamus.
- Set the font size freely from small to large with control over the scaling method.
- Set the text effects from Normal, Underlined, Outlined, Shadowed, Left/Right/Top/Bottom, Condensed or Stretched, Compression (tall) and Slant angles can also be freely set.
- Set the text colour, word and character spacing.
- Set the colour, thickness, evenness and distance for underlining.

As well in Calamus paragraph styles are controlled using Text Rulers which expose to set the line and paragraph spacing, paragraph left and right margins, indenting via and there is a link to the control of text rulers in a document or even within one frame. Ruler editing can be performed graphically using the mouse or textually in dialog boxes.

Calamus has always been good with long documents and all of the tools are there to help you break your work into shape with section and chapter numbering, outlining and footnote generation.



▲ Setting colours for use in the Word Module

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Desktop Solitaire

Jonathan Adams tries his Patience...



REVIEW

SOLITARY ENTERTAINMENT

ATARI COMPUTING Q ISSUE 11



On the Atari platform, we're used to taking the best ideas from other platforms and improving on them. Desktop Solitaire is different: it's a way to spend hours on most of your machine achieving absolutely nothing much like Windows!

However, in the spirit of anything they can do we can do better. Desktop Solitaire delivers the goods, offering no less than eight different variations and three difficulty levels of the time-honoured game. If you know your Solitaire, you'll be interested to learn the variations included are Joker's Dream, Desert, Fourteen, Golf, Poker Square, Pyramid, Scorpion and Windows—the most innovative variation. Happily the rules for each variation are explained in the 14-page manual.

There was a time when most games wouldn't run under Windows and in a quality cross-platform package there was a time when most games wouldn't run under GEM either. Luckily this situation has improved with a slow but steady trickle of games which run happily under GEM and you're glad to see Desktop Solitaire is one of them. It also runs on just about any Atari-compatible machine capable of running 680x80 resolution or higher. This really rules out standard STs and leaves a monumental task in the foot locker to us.

There's not much to say about the gameplay. If you haven't played Solitaire (or Patience as it's more commonly called in the UK) you're not likely to find this anyway and if you have it's effectively the same as playing the real thing. If you get the game, not you're rewarded with a Congratulations dialog, no heavy words like the Windows version has let a free if you're not playing the game for itself.

whereas it would be called Patience would let the other hand, you can select exactly which cards pick up the cards and shuffling them so just consider this your reward. OK?

If you're having trouble you can change the background or design set of cards from scratch. Maybe a quality set of French cards or animals, trees or even a request of what later. The last pack I had collected back in my school days! The individual cards, the design on the back of the cards and the desktop background are waiting for your attention in a couple of days.



The images are saved in Paint Paint Tool Paint format so you if need want an are package capable of loading and saving this format. Some game packages will only recognise the third one in images if the file extension are removed to PNG or TIF. Alternatively a converter utility can be used to go between between your favourite are packages and the final image formats. I used ImageCopy and Paint.

A complete card set is made up from three images and for more resolutions

(DEFAULTS) 1) sets for 16 colour resolution (DEFAULTCH) and a 320 colour image (DEFAULTCH) which also works at 34 for screen depth. If you only run on 256 colour resolutions you only need to create an alternative DEFAULTCH file although it's easy enough to generate a suitable 16 colour version from the image using ImageCopy's colour options.

Conclusion

Desktop Solitaire looks great and is the best version I've played on any Atari machine. In other words, to while away idle moments and because it runs under PlayG and Games you can play a game between other tasks without needing to quit applications or reload. Well, it plays on a desktop, so naturally which means TOS users can enjoy the same luxury. I'd like to see the next version support at least one of the standard ST resolutions and run from Happy PlayG's 16-colour card set. Solitaire, via a virtual desktop or a screen set running in 640x400 (ST high). ☐

DESKTOP SOLITAIRE v1.03

Publisher: Korden Development
Distributors: Systems For Tomorrow
PO Box 3004, Indianapolis IN 46205, USA
Tel: (813) 833 4700
Fax: (813) 833 3601
E-mail: info@systemsfortomorrow.com
<http://www.systemsfortomorrow.com>
UK Distributor: Atari Computing
Cost: £59.95 plus £3 shipping world-wide £10.95 (order to Korden Development)

Requires: 680x80 minimum resolution, TOS 2.06 or later, 1MB memory (HBM in TrueColor), hard disk drive.

Price: Runs under TOS, PlayG, Games, NAPS, MMS and graphics cards.

Comments: No use of standard ST features, only one card set.

78%

RECOMMENDATION

Strongly
Desktop Solitaire Requires at least 680x80 resolution



55

Music U can C

However implausible it might sound, writing your own MIDI software is the best way to compose exciting music. Danny McAleer sets Cubase aside in favour of a C compiler...

The Atari developer owes its success as a music-friendly computer to its built-in MIDI ports. Whether their inclusion was a carefully conceived plan, or (more likely) a happy accident caused by over zealous designers hell bent on adding as many peripheral ports as space permitted, matters not. What is important is the wealth of musical potential this interface offers, and how easy it is to manipulate it.

Like most things, there is still a great learning curve to help in order to understand both the functional principles of Atari programming, and the MIDI communications protocol, but these aren't nearly as difficult as they sound. Once you have grasped the basics, anything is possible: from simple riffs to fully-learned sequences, and you'll never have to write for using the available compositional tools ever again.

Reading data from the MIDI port is relatively simple, because these commands are built into the Atari's BIOS (Basic Input Output System); they can be handled directly from a high-level programming language like C.

To read data from a device, there is a function called `ReadinShort` (short for `Readin Short`), returns a long integer with the data read from the device. Although MIDI is 8 bits and so only uses the lower eight bits of this, the other bits are important, for other devices (the keyboard for example, uses the ones upper bits for

non-MIDI key notes such as [Shift] or [Control]). Its single argument specifies the device to be read, where 0 is the MIDI port 0 and 1 for the parallel and serial ports respectively, and 2 for the keyboard.

When calling the `ReadinShort` function, you must be certain that there is something waiting to be read, else the computer happily considers its chaotic and noisy (or just something that's wrong) before relinquishing control back to the operating system. Thus this is rather unfortunate because the function `ReadinShort` (short device) should always be waiting. The function pulls the device number (as above) passed as its argument, ensuring a long integer value of zero if nothing is there, or -1 if a some information is ready to be read.

To write data to a device, there is a function called `WriteoutShort` (short device short value). This accepts two arguments: the device number (which is repeated the same as `ReadinShort`) and the value to send. `WriteoutShort` returns zero if successful, or any non-zero value otherwise - told you it was easy.

After registering the Atari's MIDI files, all the additional aspects of the MIDI protocol itself, such as simply sending anything through the MIDI ports may result in a very unhappy musician (or at the very least, a flustered you). To complicate things further, MIDI messages can be any number of bytes in length, depending on what they're describing, and so it is up to the program to decipher the

"header" type, and read in the required number of subsequent bytes to complete the message. MIDI is a serial communications protocol and so only one byte at a time can be sent, unlike the printer port which is serial-directional and loss of byte can be recovered around in parallel.

There are two types of MIDI messages, channel and system. The former is peculiar to only one channel (for many more ports), whereas the latter does not concern itself with channels (things like square waveform messages, MIDI commands and other synchronisation messages, and sample dump packets are examples of these). Channel-specific messages include note information, and other performance controller attributes like pitch bend, modulation, panning, volume, and so on.

The data on message is perhaps the most important channel message, and this comprises three bytes of information. The first byte contains the message ID as the upper four bits and the channel ID as the lower four bits.

Headered 8 0
Binary 0001 0000
To build the channel as a note on message, the byte is logically AND'd with 00 (binary 1111). If you're only looking for a note on, regardless of channel, you can use a conditional operator: (message && 0x01) && 0x01 (see page 66 for && notation).

The second byte contains the note number itself, and the range from 0 to 127 where 48 is equal to middle C. The note's velocity, which is how hard the note is struck and not necessarily associated with the volume (since it can also be used to open flaps, seal off sorts of other things on modern synthesizers) is stored in the final byte. Therefore, if middle C is played thirty (thirty 120) on channel ten, then the bytes 00F 54C 004 are sent (in that order).

The first example (MIDIMON.C) is a sample program that reads incoming MIDI data and provides information about what sort of message it is. This should help clarify a few things - even though the

Common controller messages

	Bitfield	DATA bytes	
Set On	0x	01 01	1 = turn On 0 = turn off
Set Off	0x	01 01	
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
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1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
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1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
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1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
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1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore
1 = ignore off/on	0x	01 01	1 = ignore off/on 0 = ignore

interface is fairly forgiving (it has points about 10) a particular form the MIDI ports are used and how to decipher valid MIDI messages.

The second example (MINIHC) discusses how to send and receive MIDI note information (as well as other commands) in the form of a fairly modest sequencer. The sequencer basically comprises three sections: note receive, note send and the user interface (pianos). To check for a note on, the code uses the MIDI commands `isnote()` and `isnotev()`.

```
int isnote()
{
    int i;
    for (i=0; i<num; i++)
        if (data[i] == 144) return 1;
    return 0;
}
```

In the above example it is quite safe to call `isnote()` since we know that it returns 1 when, and only when, an incoming MIDI note is expected, and that there will be the note number and its velocity respectively. These can then be stored in a variable (or array) ready to apply using the note send part of the code.

```
void note_send (int note, int vel, int key)
{
    format() << note << vel << key;
    format() << 127;
    format() << 0;
}
```

With this function, all you need do is pass it the note number and velocity and the channel to send it on, and it takes care of the details: transmuting it to the right order, and outputting any required interquiesce. Of course, once a note on has been sent, it must inevitably be followed by a note off message, otherwise the synthesizer will drift on forever. Note offs can either be sent as a note on with a velocity of zero, or using the note-off specific message, 128, as channel. Although two bytes to describe the note number and velocity are used, the code is a note-on; the velocity in this case is how quickly the note is depressed, this is used to good effect on some synthesizers.

There is a variable reason for having two methods of sending a note off message: timing issues. This is a system where if the same type of message is repeatedly sent, then a sequence of similar bytes (subsequent packets) that effectively reduce the number of bytes needed to send data. For example, if a note on is played and then released, and if the keyboard supports arpeggio setting, and sends note-offs at note-ons with zero velocity, then the following shortened message is sent: 270 128 144 128 128 128. This also works for other messages such as pitch bend and retriggering, where lots

of continuous messages are needed.

Naturally the note off function has to be sent immediately after the note on, else all we get are late bytes instead of long notes. The program sends the note off when the note note stored in the sequencer is about to be played (one sequence note later). The timing is calculated using the system clock using the formula: $\text{note} = ((255/\text{range}) * (100 - \text{vel}))$ is the clock speed in Hertz (after a fixed) range is the value in cents per minute, 60 is the number of seconds in a minute (obviously), and 4 is the division of bytes into octets (8000). Should you wish to vary the step rate into other measures, the last value can be changed to run for eighth notes, eight for thirty-second notes, and so on.

Once note data has been read from the MIDI input and stored in an array (the example program has an eight note capacity but this can quite easily be extended) it is ludicrously simple to start creatively manipulating it. As in the example sequencer program, you could make a play back the notes in any order that the note channels demand, or decrease the rate at which a plays through the notes, or even non-destructively resequence the sequence (by adding or subtracting a user-defined amount to the value sent to the hardware to send note on and off).

This could also manipulate the velocity, or even add performance considerations such as patch changes, panning or volume. To send a program change, only two bytes are needed: the first is 128, where 1 is the channel number (0 to 15), the second is the patch number (0 - 127). Channel changes need three bytes, and the rest commands are detailed in the boxout.

For tasks of the MIDI messages that the real sequencer supports, there is a separate function to make things easier. Most of the other code in the example concerns itself with the user interface (reloading parameters and the menu, moving the cursor and checking for keyboard input), but this is all fairly basic C code, and certainly would be covered in



Example MIDI sequencing program

the first two days of any bronze block used guide to C++ programming.

Perhaps the worst detriment to doing anything is that it is too hard, especially when no one is prepared to help. However, if you're determined to write some C programs for creating music writing, and you're stuck, then please do send questions, however silly (I would laugh, honestly) to me at electronic_cave@compuserve.com.

It is my best to help.

Example C code project

For the latest C, accessible programs, and C++ versions (just for fun) are included on this month's Reader Disk to try out. 

A little bit of NoStalgia

Mark Wherry takes a look at Mac Atari emulation...



After writing the review of *PlayGMac* in *AC110*, I soon noticed an alternative way of achieving a similar result, with a project called *NoStalgia*. Our readers have become something of a well-meaning mob and you can't have escaped the number of Atari emulators available for Intel-based machines. In the same tradition comes *NoStalgia*.

Previously *PlayGMac* has been the only option for Mac OS emulators, and although it runs most classic written GEM software as a sort of emulator, for an implementation of the *Mac OS Classic* on the Mac OS. On the other hand *NoStalgia* is an Atari ST emulator and as such is capable of running both GEM software and most, if not all, classic Atari games.

Like other software-only emulators, *NoStalgia* needs a copy of the Atari operating system on disk to run, and wants to inject *any* software on emulated. A utility program is available to extract the TOG image from your old ST's ROM. Neither myself nor Atari Computing condone the use of TOG images from other sources.

Unlike *PlayGMac*, *NoStalgia* does not run on 64k Macs, and requires a Power Macintosh, the lower the better. On Apple's current G3 models, *NoStalgia*

runs at 16mb/sec, but on older PPC models *NoStalgia* is a tiny sliver. Compare the GEMtech results for *PlayGMac* and *NoStalgia* on my G3 and you'll see the difference, but it's not running much faster than the real thing. Technically speaking, *NoStalgia* is an Atari ST emulator. The *Mac OS Classic* is emulated, not like the real thing, there's a 4MB memory limit. The serial port is currently emulated at, at best, the printer port is compatible although it won't *PlayGMac* drivers are likely to be a problem.

NoStalgia can display the ST environment on a Mac monitor on a full screen, although the window option will be best for work with large monitors because the monitors resolve on supported a currently ST High. There is a near horizon which is especially useful with ST Low to double the pixel size which makes large monitor display much better. There are several display methods including support for Apple's ColorSync technology, which although slower, will be more compatible with future releases of the Mac OS.

I criticised *PlayGMac*'s lack of mouse support, so I was delighted to find *NoStalgia* had already implemented some of the features I suggested, namely CMS and Quicktime support. Outside a Open MIDI system can be used to control one with external MIDI in software hardware and the Quicktime Internal Realtime-based software synthesizer can be formatted for MIDI output. These features are better and so if this wasn't enough, even the

Timex sound chip is emulated, although whether this is a good thing or not, is debatable.

Disk support is also in place but the emulated disk, floppy disks are not supported directly, they must be virtually mounted by

storing the contents of each disk as an image. *PlayGMac Shadow Archiver (PSA)* files are recognized, and a utility called *DuST* is also provided to do the same job. Although I could not get the *DuST* archive to work successfully, I had no problems with the *PSA* files. Although a virtual hard drive can be created, the maximum size for this is 20MB, which certainly limits its usefulness.

Although *NoStalgia* is slow compared to *PlayGMac*, its ability to run TOG offers a useful saving over emulators and if you're into music, you'll be able to use some of your favourite Atari music apps and check out the latest rings of Electronic Code music software.

NoStalgia is a wonderful project, and the fact that the author has involved other programmers for parts of the system has led to some really useful features, including the mouse support. Despite my criticisms, do bear in mind *NoStalgia* is a free-time project in the early stages of development. Recently Philippe has launched a parallel software project, called *PowerST*, which if everything comes together, will definitely be one to watch for. As it stands, if you have access to a fast Mac, can hold off a copy of *NoStalgia* and wait up some months, you will not be disappointed. ☺

NoStalgia v0.62

Author: Glenn Phillips

Contact:

Email: gph@worldnet

[NoStalgia home page](http://www.no-stalgia.com)

<http://www.no-stalgia.com/st/STROM>

<http://www.no-stalgia.com/ShadowArchiver>

<http://www.no-stalgia.com/DuST>

Cost/Status: Freeware, PowerST is shareware, registration costs \$25

(around £10)

Requires:

Power PC, the faster the better, with a 64k free memory and 128 colour display. Additionally Quicktime 1.5 and GDS are needed for the mouse features.

Pros: 100% emulation on the Mac

sound chip and MIDI support.

Cons: Really slow needs a fast

PowerMac, no G4 Mac support, no

direct disk handling.

InterJam 98



Over the last week we worked on Play the Inter Jam was held near Karlsruhe in Germany. The convention was organized by Inter and Goli Magazine and there were over 150 attendees complete with their Atari ST/PowerPC, Commodore 64 and PC machines at their party.

Half way that a 7 o'clock security meeting started in Frankfurt and collect Grey who left his home in Poland twenty hours earlier. His bus was delayed several hours and we finally arrived at the Inter Jam early afternoon.

During the journey we exchanged news and group and Grey revealed that apart from coding, systems demos, Mystic Bytes are considering coding a Police game - all they have at the moment is some up with an idea and code it.



▲ Oliver and a copy of ST/TGS #4

The first person we met was Oliver Heider, one of the guys involved with the French ST/TGS magazine. He showed us a copy of ST/TGS #4 which is now in Art format and he talked about Atari's Commodore 64 collection was in production and would be available within the month - it is now available and should be shown publicly for the first time at the Atari 'Presents' '98 in Mainz, Germany.

After working up my trusty 8 1/2" Atari machines I showed Foundation '98's latest game Oxygene on the Police to SG

of Checkpoint, Next to SG on the brother of SG, Maf of Europe. He was working on his own European graphics package and a 486 for the competitive Next to Europe and Checkpoint.

SG was working on another 486 and MC Laser was creating a Mail not was played to release Mobile Completion #15 certainly more pleased than he was with his position in the next competition - but there's another story.

MC Laser is also a member of the Power of Delay who produce the Undercover disk magazine which will include the real time article in its next issue. After just four hours sleep I was up again and THE MATCH of FU N showed me ten laser games called boards which is a digital puzzle style game. He is currently working on a 3D clone with some cool some (B&K) another FU N member is working on an online and upgrading the Undercover staff. BONUS of FU N demonstrated a new version of Man of War is also player game.

Next to FU N, the Poppy Team from France were coding some new routines but were struggling with the German keyboard.

The Russian development team were also there offering based on a novel Russian which looked odd. They plan to release a level editor in the near future and they're also working on a multi-player version.

ST Survivor of Love! (Reformation of the Unit Coding) and Love! are also programming a 3D clone

The Mad Butcher of Foundation Two and Grey of Mystic Bytes report from this annual coding convention.



▲ Grey (Mystic Bytes) playing ST and the match of a 15

and they continue to work on the Toxic magazine. 42 Roman was programming a free games card for the Igna including Invaders, Snakeboy, Mines, and more and 18X.

Most of the Atari enthusiasts were either coding or creating graphics or music - most of the PC users were playing net games including Quake, C&C and Age of Empires.

The Commodore 64 enthusiasts were about to be producing their demo. The only two Atari 8-bit enthusiasts (Heider and Mad Butcher) were busy checking out the next AMUC (8 Bit User User Club) disk to see the results of their efforts.

Before the convention took place the organizers had noted this year's event would be the final Inter Jam due to the amount of work involved. However hopefully there will be another InterJam in the near future.

COMPETITION RESULTS

Atari 8000

Place	Title	Group
1	Time Out	Mystic Bytes/Poland
2	Competition	Synapse/Poland

Atari 486/68000

1	Supreme!	Mystic Bytes/Poland
2	Power 68K	Europe/Germany
3	Fish	TSGC/Germany

Atari 5040/68000

1	Kalenderkapsel	TSGC/Germany/Netherlands
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AUTUMN

Our Summer Heat sale generated a lot of response, obviously our readers know a bargain when they see one or two! We've still got reasonable stocks of all sale items, but if you want something in particular and aren't planning on coming to the ACC '98 show in November then it might be a good idea to order now as we reckon that our stocks will be severely depleted and some items completely sold out during the show!

Do you like mind games like Backgammon? Or do you prefer a shoot-'em-up? Perhaps you enjoy the challenge of a game with massive levels and hundreds of rooms to explore?

Hang on, not everyone uses their Atari for games, we know this, so we've brought in stocks of some serious stuff to take on! How about Hyperpoint, the excellent puzzle package from Atari themselves, still good years after it was first released! Are you a bit disorganised? No fear, how about ST Organizer with its combined functions to put order into your chaos!

There's much more, so read on and place your order as quick as Bedlands Pete draws his gun - or you'll be disappointed!

All the software comes in the original official retail/wholesale boxed packaging along with a full manual or instruction leaflet.

Due to the maturity of this software you'll need an STFM and a low, medium or high resolution screen to run most of it. STc owners will find most software runs OK. Please e-mail us probably out of luck though!

Our extra special prices even include UK postage and packing. We welcome orders from outside the UK, but please contact us before placing your order and we can advise you of the extra postage charges that apply.

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Hitting the right note

Fumbling with frequencies? Puzzled by pitch? Tune in with Shluming Lai...

The last paragraph of this series explained the technique of varying the playback speed of a recorded sound to make musical notes. That has some fundamental implications which are often overlooked, as demonstrated by many newbies based on the computer music books: parts of which are even composed by highly renowned figures in their field.

In respect of the basic technology (analogue or digital, the principle is the same), the absolute pitch of the resultant sound is only relative to that of the original from which it was synthesized. More specifically, it is a function of three variables: a note as its base sampling frequency & and output display frequency &

ProTracker files

The latter is built as a constant because the difference can be compensated for by software. One particularly powerful feature of ProTracker (supported by CyberTracker and more popular tracker in the Haggis charts) is its resampling facility. In this a wealth of such hard-coding becomes virtually the manual-drawn spider how-to-use it.

Press [Control]+F to open the sampling menu, illustrated in figure 2. You can see in the screenshot the mouse pointer is over the button marked B 1, which we will call our current sampling rate. The button below marked C 2 is the reference pitch. All this means is C 2 sounds like a properly tuned C 1. These

two buttons are for data input. Just as there is clear the entry data entry button, you can by pressing the appropriate

key on the keyboard) to compare the current data with the specified tuning ratio.

From theory to practice

On the Reader Disk are some samples for you to play with. MSFPL is a correctly-tuned reference sample we had to edit. Then had LAG SPL, was another sample also. There is a special sample from a PC disk allegedly for use in tracker programs, and it was of note. For demonstration's sake we'll use C 1 as our reference pitch, play a few notes of LAG SPL, and you watch or easily match MSFPL at C 2.

It should be D#F. Here we've found the error we can enter the data. Going back to our previous explanation, this is "D#F" sounds like C 1, so make your current sample is the one you are going to modify, click the current sample pitch button and enter D#F. The reference is C 1 by default so you don't need to change that. Now you're RESAMPLE.

ONLY THREE OCTAVES?

In relation it seems reasonably independent - however, three octaves is a deliberately imposed limit of a tracker's pitch shifting ability (some have four major frets) rather than the range the hardware can reproduce. A signal recorded can only be pitch shifted so far before its final resolution deviates from the original source to the extent it begins to sound terribly artificial in comparison. That's the engineering viewpoint. On the other hand, is an artist, some excessive resampling can create some very unusual sounds, so by all means try it and hear.

Note Tracker users try sampling a sample up or down a few octaves (figure 2) while ProTracker people, on with the resampler to get the same effect, make the current sample pitch an octave more or less than the reference and resample. Repeat this several times, as the current sample pitch button changes to match the reference pitch after each resampling operation.

Multi-sampling

This is a technique used by synth manufacturers when sampling a real instrument, to overcome the aforementioned problem. It simply involves sampling a number of notes along the musical scale of the instrument. Upon playback, from the synth interpolation fills in the ones in between to recreate the whole range of notes. For more accuracy than can be achieved with a single sample for the same range.

You can apply the same method when recording up instruments for trackers, with the advantage you only need sample for the range you will use.



One of the main flaws in the original Sound Tracker format was the omission of sample-rate information. Therefore in order to make effective use of this system we must establish a standard recording speed for a reference pitch. In digital terms this means a set sampling frequency. Although the word 'frequency' is regularly-used to relate to a goal recording, it is important to differentiate between sampling frequency and signal frequency. To avoid confusion we'll say sampling 'rate' henceforth.

The main constant tracker format is the ST (4 voice ProTracker-based Tracker) uses a base sampling rate of 16KHz for C 1, the C note in the third octave. The note on the opposite page contains the exact sampling frequencies, to the nearest integer, for the eleven-octave range (see because of the standard).

Unfortunately few commercial computer sampling systems tend to have a small number of preset rates. Here Soundlib of page 1 on opposite page) with its fairly large range of sampling rates (and quite much data rates), we need

The last practical requirement concerns sounds which are out of tune by less than a semitone after resampling. For this, load CORRESP1 (a sound generated by Electronic Arts' Synthesizer using a popping bottle cork as the raw source note), then repeat the process of finding a note to match reference G2. It is a roughy DEF2 again, so resample it as before.

Now adjust the fine-tune controls - click on the YOUNG1 box in the sample parameter block to reveal the FINETUNE box, in approximately 3. Change your coarsest bit turned; it is advisable to give it a big ProTracker's extended 819 format, to preserve fine-tune and loop values.

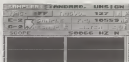
If at this stage you're still doing resampling it's a lot of hassle. Have many more have you written a track than need changing the reference? If the note you composed with was not properly tuned you're faced with worse problems,

especially if you want to evaluate this pitch with a number of other instruments.

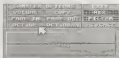
In fact, there has been at least one case of a tracker module's score being translated into conventional musical notation for a piano, and when it was played for real it sounded completely off. The piano was not to blame as it had been subject to regular tuning checks, so I hope that constitutes the point. It's worth every effort to correct samples into shape before commencing any real work. \square



▲ Figure 1: A sample of (intentionally) pitching to the right speed.



▲ Figure 2: Resampling to the accuracy of one note in ProTracker.



▲ Figure 3: Sound Tracker's extra shift in the SAMPLES area.

Sound Tracker standard sampling frequencies (KHz)

Note	Octave 1	Octave 2	Octave 3
C	4 081	8 363	16 726
C#	4 436	8 866	17 720
D	4 697	9 395	18 789
D#	4 971	9 942	19 886
E	5 278	10 559	21 116
F	5 593	11 186	22 371
F#	5 926	11 852	23 703
G	6 279	12 559	25 116
G#	6 653	13 306	26 613
A	7 046	14 082	28 165
A#	7 457	14 914	29 829
B	7 891	15 808	31 617

RESAMPLING PITFALLS

One in mind not all sounds are suited to the kind of treatment as it involves digital synthesis (giving a very quality). These need plenty of harmonics and distortion will make it out to an extent. This is usually done of several 819/16000 samples employ two which is a reasonably real time, not destructive resampling, with the processed sample data moved to the stereo output system rather than overwriting the source stored in memory.

One Atari software developer with considerable experience in digital synthesis is Sledge in France. His products are based on information in discussion earlier to avoid having to make a second-pass on resample.

ALTERNATIVE SYSTEMS

The 16-bit TCS Tracker from the Swedish demo makers broke new ground in ST tracker programming back in the early 1980s. Its concepts and design were more or less identical to the more sophisticated Sound Tracker format, differing in no file structure and use of 320Hz base speed. Some years down the line when another Swedish group started work on an 8-bit tracker, Chameleon, it was decided to include both 160Hz and 320Hz as well as a new 320Hz base speed option. The latter enabled the use of samples recorded at 520Hz.

FILES

Returning from his holidays, Cybes brings you the latest Atari news from around the world...

Those of you who had problems accessing the Atari Computing web site at: <http://www.starcncomputing.com/> using AOL's PPP Connect will be pleased to hear the problems have now been resolved. CyberStrider's commercial arm, who provides the Atari Computing domain services, has moved to bigger and better internet servers, using slightly different technology (prior to the launch for a detailed explanation of these problems).

A recent addition to the way to remember internet basic language is **Three Digits** which can now be found at: <http://www.W3N.de/en/>

It is sure you'll agree it is a whole lot easier to remember than the previous long-headed Computer URL! There also has now been contact information which you'll find in the new pages.

And I recently Atari more have only had a couple of options to select MME files. Hence includes a TTP utility called **PUNPACK** which handles those and although it can be used as a stand alone utility with other applications it is too user friendly. There is also **NSI Code** which also offers the ability to create MME mail attachments.

Recently I mentioned where Macromedia showed MME utility which can decode MME, URL and convert printable files into a single GEM application and it automatically uses the **AVS2WEB** if available.

John Lee



Macromedia is currently only available in French but is simple to use. Registrations costs £100 (personal £50) so if you'd like to

English version for more of us that replace the data likely for it to happen. Download available from: <http://services.mindful-ed.net/~stan/alan.shtml>

PPP-Connect PPPProblems

The current English PPP Connect release has problems accessing some web sites. These problems occur when trying to connect to web servers using the **http://** protocol. Instead of the earlier **http://** protocol.

Every computer on the internet has a unique numerical IP address. We don't generally use these because they are mapped to easier to remember names. For example www.mactopology.com has the IP address 214.21.57.21 and your browser takes you to the internet IP address automatically.

An internet in the World Wide Web exploded in 1990 became apparent there wouldn't be enough IP addresses to go around so work started on **http://** which doesn't rely on fixed IP addresses in the same way; but works roughly as follows:

- One "host" domain name has an IP address assigned to it. All other addresses are stored there then effectively they have the same IP address.
- All the HTML files for the domain are in their own directory and the web server is configured to know which files are kept where.
- When a browser looks for a file it'll download the data packets arrive at the web server which in turn examines the data packets to see which domain it wants to go to. Once it has worked out what domain the data packets are sending it looks at its database and passes them on to the correct directory.

Anyone experiencing problems with the current English PPP Connect can switch to HTTP or STMG and browse happily using the latest CAB DVL.

Get News

Atari users are now able to listen to Real Audio files on their PCs - with the help of a shareware MMT tool. RealAudio Player by Peter Sechell is not actually a player but it can take 16 kb/s (Real Audio) files and convert them to WAV format data which can be transferred to an AUDIO device under MMT which plays the music. Let's hope Peter starts working on a version for "normal" PCs soon. You can grab a copy of this TTP converter from: <http://www.stelink.cyberstrider.org/>



If you're into MMT play it with the RealAudio files web pages at: <http://www.primetel.net/~beta/> where lots of easy loading MMT will bring you. RealAudio programs various utilities for PCs and MMT web for latest creation is POPGEM - a data base program which lets you download audio via the POP3 protocol. You will need a working STMG/STMG installation a minimum of 64 (preferably 128) and an AR server. Registration costs £5 US (personal £5) for which you get a copy of STMG/STMG which enables you to send emails.

CyberStrider 8Steps up

CyberStrider have just a good start - success by moving into the "secure" Internet arena. Having increased heavily in both size and capacity they are now able to offer custom solutions to your internet needs. Ranging from simple Domain Name registration through to full maintenance of your web site. Commenting on this experience Derek from CyberStrider said "Having limited in the usefulness of the Internet for the past ten years we will be putting that excess of experience into providing our clients with one of the best services around. Our products are accessible to the business user and even the home hobbyist." Domain Registration starts from just £100 (including registration fees) through to full web site design and maintenance starting from £100. For more details contact CyberStrider at: info@cyberstrider.net or <http://www.cyberstrider.net/>

Basic BASIC!

How long is a piece of string? Paul Jones is your guide...

This time we're going to look at string manipulation. Any program which gets data from user files has to expect the unexpected and be prepared for users to push your program to the outer limits of its programming. (Did I just introduce negative numbers?)

To understand string and how to use them, we're going to concentrate on three commands: LEFT\$, RIGHT\$ and MID\$.

LEFT\$ is a function and takes two parameters. The syntax is LEFT\$(string, num). The function takes the string and takes the first num characters and returns that. RIGHT\$ takes the same parameters but works from the right hand end of the text string.

MID\$ is slightly different, as it will take an, but it takes three parameters. The syntax is MID\$(string, num, length).

Taking the string, it starts at the character number num and copies length characters and returns the result.

Here's an example:
 A\$="ABCDEFGHIJ" : output string
 L\$=LEFT\$(A\$, 4)
 R\$=RIGHT\$(A\$, 3)
 M\$=MID\$(A\$, 4, 4)
 PRINT L\$ PRINT R\$ PRINT M\$
 LEFT\$ takes the first four characters and passes the result to L\$. RIGHT\$ takes the last three characters and puts them into R\$. If only MID\$ starts at the sixth character and puts the next five characters in M\$. This output displayed should be:

Read: ABCD EFGH IJKL

Example action

Last issue we illustrated how hackers would push your passwords to the machine using a disk editor. One way to avoid this is to string manipulation to avoid adding the password to the program directly.

For example, another field such as the surname, can be used to generate the

VIRTUAL INVISIBILITY

Since the release of the Virtual BASIC the project has been renamed to Virtual Language. Its architecture and the system is now being designed to be modular, supporting all languages Paul Jones is working with. Mark Wherry is offer supporting modules for HiSoft BASIC and C.

first password, so calling "Fred Bloggs" the code to generate the password could be:

```

10 FredBloggs = string$(1, 10)
20 P$=LEFT$(FredBloggs, 10)

```

Which would generate a password of "BloggsFred". Fred Bloggs' Section we haven't specified any strings. Hackers won't find the password in the program, and Spacing out the formulae will be generate the password should be enough to deter most hackers.



On the reader disk you'll find the latest version of PDC with the new BASIC file. I've updated the register doing to incorporate the same field, again. The formula for calculating the password is
 LEFT\$(name, 5) + RIGHT\$(name, 5)
 30 = MID\$(name, 1, 30)

You can check this field is working by entering "Paul Jones" into the name field (making sure there are no preceding or trailing spaces) then entering "Patrol" (it is an integer) and it should report you to arrival the correct key. Note space characters are counted as part of the password! Now you can work out the password for your own name from the formula and register please!

Next issue we'll take a look at command lines and how names work. ☺

ALL THINGS HISOFT BASIC RELATED...

Following the closure of Paul Jones making his site no longer to report. Mark Wherry has started up a mailing board which HiSoft users can access to exchange ideas. Check out his homepage at:
<http://www.itslogon.co.uk/~m3449/>

Paul and Mark Wherry will be exhibiting at ACE: 5th to 6th November so why not come along and exchange ideas face to face!

GEMTrade2

Don't struggle with German documentation. GEMTrade2!



Attractive GEM interface
 C&B module to translate web pages on the fly
 Instant BubbleGEM help
 On-line ET-Guide help
 Clipboard Cut and Paste
 Look-up dictionary

GEMTrade has been under extensive development contributing to GEMTrade 2 which is available now and offers the following new features:

- Better case handling
- HTML improvements
- GEMscript compatible
- Redesigned interface
- Extended help system
- English <-> German
- User dictionary added
- Viewable Dictionary
- Bugfixes (Mono works!)



From £7.88

Email registration only £7.88
 Disk or CD-ROM version £19.95
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 4 Parkers Close, Tipton, West
 Sussex, BN16 9AW, England
http://www.itslogon.co.uk/~mark_wherry/
 Email: mark_wherry@itslogon.co.uk

CYBER PAINT

Cyber Paint is part of the legendary Cyber Series and can be used together with the other programs in the series or as a stand alone program.

F6.99



Cyber Paint is a powerful paint and animation package.

Chosen from a host of flexible post-box techniques to create colourful animations: images can be overlaid and DeGauss/chromakey images can be loaded as backgrounds.

Cyber Point has a range of special effects to resize, distort, move and superimpose entire sections, so you can produce video effects using a standard 501.

- ❑ Choice of brush styles, including user-definable brush shapes, airbrush and stipple
- ❑ Range of drawing tools: Pen, line, polygons, curves and text
- ❑ Mirror, rotate, mirror, or rotate picture sections
- ❑ Text input as a wide range of fonts and styles
- ❑ Advanced image registration to create an animation sequence
- ❑ Real-time zoom mode for detailed editing or viewing animations
- ❑ Load/Save image sequences from Cyber Studio, Vegas, Afterburner, Avid, and others
- ❑ Multiple overlaid images - static or animated
- ❑ Special animation effects, with automatic intermediate frame generation (tweening) on whole scenes or selected area

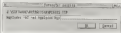
System requirements: 1 MB memory
 Minimum: Color Monitor, page 16

Suggestive Remarks

like Kerlake with some suggestions for better Atari computing and some ideas for programmers...

First off I've been taking in what other people have said to me and elsewhere about my life. These are severely suppressed with shame and PG language and increasingly with new commercial software, mainly because printed manuals are expensive to produce and not suitable for use on-line.

Many help files contain the ST Guide (PDF format) and assuming you have the printer installed, when a developer's commentary on an application provides a quick and easy way of getting instant help from inside a program. However, not everyone wishes to use ST Guide and they face a problem because many files (or not) do not use ASCII help file provided with much ease of installation. If you make sense of a HYP file is not easy without the proper viewer! Therefore I would suggest all programmers making documentation available as HYP format for their programs should consider including ASCII documentation as well. It also helps those of us that like to print out help files which are convenient from CD-ROM.



the 1990s, about the size that it was in the 1970s and all in Europe.

That really brings me on to another suggestion: how about someone coming up with a proper print utility for ST GnuPlot? I am aware of the German (HPPXXXX) utility which can output HTTP files via GDCM but it appears unsupported and a similar utility in English would be really useful.

Shaping with output options has anyone lined up with a way of getting Papyrus output into Postscript or PDF format? Papyrus has drivers for outputting to all printers, but both those options would be useful additions for anyone trying to output Papyrus documents as commercial print or human-readable. Do bright ideas or better still, proper drivers, are required?

Placed a Reader, suggesting some good English Sources of Carbons to Scotland came up with the following idea which is intriguing, although I'm not sure it is

2017年12月15日 星期五
 2017年12月15日 星期五

I have thought about improvements that could be made to the Axiom system. Specifically I'm interested in ways that

I thought that a small study probably an ALTOG follow-up program could be written to allow four or six or colored as series at least in 40 years. I have always considered the design variations in the guidelines by which the IT will have to and their good coding can replace these routines. To surely there can be allowed/inner inner patients can code to allow 22 colors on screen.

The second is most useful for internet sites, being able to view the pictures and be able to see the general idea of what it meant to look like in colour if only four colours are used.

By my calculations, a 40"x60" 4 bar image (14 colours) would take up 128Kb of main memory which should be a problem in most cases. The only viable solution is to use a monitor. Those with an Altos have specific computer set ups too. Those who have adopted VGA, SVGA, and so on.

Chrysomelids

I could understand why something like that was not released internationally because of the reactions it would have

monitors exposed. But this may not be a problem for the casual programmer, as it should be difficult to use such codes with coding of full-blown programs.

Thomas Stephen says one of the benefits was a more unified

Finally, I needed a lot more important to the idea of a directory of people willing to mentor other Asian women such help and advice. And I hope to have the first directory ready for publication in

ACR12. However, the more often of help we get the better the chance of the dream being useful. If you think you can spare a lot of time to help other Asian men, please get in touch with me via the usual editorial address or email me at male4theconnection.com



And so to print

papyrus

Michael High continues his tutorials on Papyrus with some tips for getting the best results from the printer...

When you select Print Papyrus loads up an image of the page and relies on the printer driver to tell the printer how to print it. To get the best from your printer you need an understanding of how printer drivers are set up. Happily this chore is easier now Papyrus and NYDI have implemented remarkably similar set-up dialogs. However, there is a snag...

Manual - what manual?

The Papyrus manual kindly declares 'most papers will not need to use the Printer set up dialog'. While that's true if your printer is explicitly included in the available drivers it will leave the rest of us following this part of wisdom 'one can't emulate how your printer's manual for details'. Unfortunately most common printers are supplied without manuals so it's a case of 'paper please'!

However, all is not lost: there are some general principles which should help you make sense of the four pages of Printer set-up dialog.

Which driver to use?

Every time you print you are given a choice between the Papyrus drivers or those provided by NYDI, GDI or SpeedyGDI3 depending which font handling system you have installed. I have found no size, throughput or quality differences between the standard and enhanced drivers so I use the Papyrus drivers because they provide convenient papyrus menus to set the quality and paper settings. NYDI offers the same settings but you have to open the Control panel to change them. This choice is yours: depend on which other applications you use; you can copy the settings between them.

Printer families

- **Deep velvet** This technology is strictly for early and non-supported by Papyrus.
- **Postscript** Commonly offered as an option on top and laser printers and used by printers and typesetting bureaus. Papyrus can output to these printers via an external Raster Image Processor but it is not covered in this article.

- **Pin Printers** These are generally covered by all printers with 9 or 24 pins that create a typewriter ribbon onto paper to produce the image from a pattern of dots. These days they are more often inkjet printers which spray dots of ink onto paper using a variety of similar technologies. The common characteristic is that the dots are placed in line at a time, as the data is received by the printer. Each line consists of multiple dots and spaces and the number of pins determines the resolution.

- **Page Provers** Laser printers fall into this category. The laser is 'inked' onto the paper before the paper must keep moving to avoid cooking the paper. Printers usually wait until all the data for a page has been received into printer memory before starting to print. Hence the term page printer. To maintain the attributes of printer memory needed for composition is almost always used. If your pages include large, detailed or dense halftone images you may run out of printer memory in which case the only solution is to print at a lower resolution or invest in a printer memory upgrade.
- **Image Provers** These are not physical printers but drivers which can generate an image file for use in another program. These could be anything from 70x70 dpi images for use in RTT Graphs upwards up to 2400 dpi RGB files for high quality photo-appearances.

Where do I start?

Although there are no formally agreed standards for printer manufacturers make many differing makes of printer share common technology with major manufacturers such as Hewlett Packard or Epson. The manufacturers themselves do not cover the rules very much either. So if you cannot find an existing driver for your exact model, look for a driver for an earlier model from the same family of printer where a Pk4 laser printer driver will probably drive the latest Pk4, although any new features are unlikely to work. If this fails, look for a driver for the same family of printer from another major manufacturer. This may work if your target printer mimics its more

expensive brother's code. There are far fewer manufacturers of printer components than there are printer manufacturers, so the odds are better that you'll succeed. Once you find a driver which produces some recognisable output and you have some documentation to decipher the control codes you can then begin to fine-tune the settings as described in the Papyrus manual along with the following pointers.

General Dialog



The first two fields in the General Dialog define individual drivers. Printer and Quality. These are the only settings you see again in the Print Dialog. Quality is normally used for things like dpi settings. However it can be used for any special effects. For example, page prover drivers can usually be set to produce multiple copies very easily. If you want to make these Print and Quality descriptions make the changes in the fields marked Name and Quality setting. (In Papyrus 3 it was called Quality Specifications.) Once you hit Apply they appear in pop-up choices under Printer and Quality. The Output Port is normally set to Parallel. This is where you set up Image Provers by selecting RAS or RGB Graphic. When an Image Printer driver is used, the file selector appears after you hit Print so you can specify and name the image file you are about to create. Parallel margins are strictly for Pin printers only - laser them it won't be all other printer types. Margins for page printers are set in the Clip Sheet dialog.

A word about margins

It is important not to confuse the margins set for the printer driver with those set in the Page Layout dialog. Printer margins are the physical boundaries of the printer. Page

Layout model) is what you want as, within a document. Document margins and the rulers are measured from the edge of the paper. It is critical that the printer margins are set correctly because Papyrus calculates all spacing by subtracting the printer margins from the document margins.

All printers have a limit to the width of the output, due to the physical limits of the printing mechanism. Most also have a limit as to how close to the top and bottom of the page they can print due to the need for the transport mechanism to grip the paper. For printers may have different top and bottom margins, depending on whether you sheet or fan-fold paper is used. My old dot-matrix had to leave about 20mm of paper left through before the paper had enough grip to cut sheet. This is a single-page tractor fed paper right from the top to the bottom edges.

If your printer margins are not documented, you can usually find them easily by printing a test last page. This is the one thing all printer manufacturers like to tell you about, because it is the printer's way of "showing off" even shop assistants know how to print a test page!

After printing a test page you can measure how close to the edge of the paper it can print then set the General and Cut Sheet dialogs accordingly.

Print these lines!

Papyrus 5 has an undocumented feature which prints the margins and guide lines (and is also very handy for setting up labels) in the Documents display settings (Alt+F)+(Control)+(C) check Object layout.



Then in the Special Printing Options, check Print the screen display before printing.

This prints a test line in the document margins. Set the document margins just inside the printer margins. If they do not print exactly as per your document margin settings, adjust them both until they do then save your printer margins. There are two ways to do this:

- All printer settings are saved by the General Save Options command (JControl)+(S)
- Individual printer settings can be saved as a file from within the Printer Setup dialog. (The file extension is PR)

Cut-Sheet Dialog

Sheet size for Page printer memory. Firstly sheet cannot handle fanfold paper so don't check this option! Secondly, if you have one of the better laser printers you may not wish to check both the auto and manual single sheet printer papers. The only difference this makes in Papyrus is that it forces to add and / or you ready! dialog between sheets.



Some printers accept code that instructs it to ignore the last bit of paper and to wait for a sheet to be placed in the manual guide. The only place to insert that code is in the Start of Page line in the standard dialog.



To select this feature, first different Qualities have to be set up, one for manual feed and one for paper type checked, and another for auto-feed. Using the Qualities table names such as 300 dpi manual and 300-dpi auto-feed makes the settings clear in the above dialog.

For printer owners (or add special codes in the Start of

Page line. For example, some printers accept codes for putting the paper wide tractor feed. Place such code in the Start of Page line of this dialog. Place the opposite, i.e. tractor feed, code in the Start of Page line of the Escape Codes dialog, which is only used for fanfold paper.

Escape code dialog

All I can suggest here is that you'll need some documentation to understand the code in the driver you are working with. The Papyrus manual is quite helpful for it. Note the system details shown on page 117. If you experiment, make sure that you have such version as a different PR file. This helps you to handle with other related experiments. For printers which do not use data compression can be made to work faster if there is code available for the Formatting and Vertical advance tests.

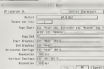
Colour dialog



This has no effect unless Colour is selected in the General dialog. For most users, the formatting setting is set in the Print dialog. Colour users can expect a certain amount of experimentation here, particularly with the Formatting settings. On some printers, these differ depending on the type of paper used. Again, different settings can be saved as different Qualities.

And still to come

Following by name of the results I have received, a tutorial on labels and forms is in order. Meanwhile, I have no further label printing problems. Check these printer margins. Wishing you a first printing. ☺



▲ Note the similarity between the Papyrus and NUSI dialogs

We've enjoyed Mark Wherry's System Extensions features so much we've persuaded him to turn them into a mini-series - now if we can just sell the film rights, Remarking the GEMstone, anyone?...

In previous issues we've explored programs that add extra functionality to your computer. In this series, we'll be looking at how both users and developers can make use of these system extensions, as hopefully interesting as it seems to everyone, please do write or email me with your questions and feedback so we can keep the mini-series focused. In this first episode I've taken a closer look at GEMScript - a subject that seems to be creating more than a little confusion!

Are you sitting comfortably?
First of all let's try clearing the confusion. Quite a few people seem to believe that it is a program called GEMScript which usually does something - that's not.

GEMScript is a protocol - more an set of rules defined by various GEMScript programmers including Thomas Mack, Michael Lippert and Halcyon Weiss which effectively enables one program to control another.

Although GEMScript does nothing on its own the few bugs when you have several programs on your system that are GEMScript aware like CAM (Visual Concepts GEM) or GEMTricks and so on.

At its most basic level, two GEMScript aware programs could communicate to achieve certain tasks, but in order to make the most of the protocol you need a GEMScript interpreter. This is a program which can send user specified GEMScript commands to other programs - effectively allowing specified tasks to be carried out automatically.

Back in the DOS style Command Line interface (CLI) era batch files were used to execute sequential tasks and processed using programs like Pascal on the Amiga platform. These days the graphical user interfaces (GUIs) reign supreme and executing modern GEM applications required a different approach.

Think about the tasks you carry out regularly, for example, logging into the internet and saving a series of websites to check the latest news, running a text spreadsheet to generate reports and printing out the results for future reference and so on. How many mouse clicks do these tasks

currently take? I've run out of fingers (and toes) - but if there is a GEMScript interpreter I can automate the clicks on one finger!

We need an interpreter!

Simple Script



Currently two GEMScript interpreters exist: *Scripter* a GEMScript commercial product published by A&M and my own *Simple Script*.

which I have released as freeware and you can find on the Reader Club.

Both products have different uses. For example, although both interpreters can carry out the simple tasks mentioned above if you want to write a set of instructions which fully integrates with the existing program then *Scripter* is the only choice. *Scripter* is a full interpreted C style programming language and very powerful.



How it works

The GEMScript protocol implements a system where commands can be sent to an application that has been established to support them. The application then uses the data to the sender. To use this interpreter you must first of all create a list of instructions (a script) using an A&M editor (GEMScript GED) which then the can be loaded into the interpreter which executes your script. To understand this more fully here is a flowchart.



Conclusion

Hopefully by now you'll be aware of the potential this offers a GEM programming and you're motivated enough to try out the scripter included with *Simple Script*. Of course you can modify the scripter or write your own to perform other tasks. If you have a useful GEMScript aware applications.

Next time we'll delve further and look at how programmers can implement GEMScript support. There's more information on my web pages - including some English GEMScript documentation at http://www.co.uk/~mark_wherry/ Email: mark_wherry@uk.4freemove.com Telephone: 01201 600000 England



▲ Here is a screenshot of how a Simple Script which does a mail merge in GEMScript looks when it is executed.



The world's biggest
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More than 50 exhibitors from all
over the world!

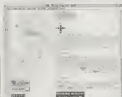
Stadthalle Neuss near Düsseldorf

3rd and 4th of October 1991

SITE SEEING

Milan Computer

62%

<http://www.milan-computer.com/>


As you've no doubt noticed already the Milan Computer is now available from dealers all around the world (I ran Compucon and Systems Solutions in the UK so I counted off as the official web-site where I was the opponent for the typical British way in fact the web site was all in German with Dutch and Swedish options but no English!

Happily armed with a copy of GEM Trade I was able to make sense of

what they have their finger on the pulse. For the rest of us there is limited useful information about the Milan details of the bundled software, benchmarks, list of compatible hardware and software and some useful links. If you're thinking about buying a Milan and have some questions then visit the site before you talk to a dealer - and you'll probably return often. *Danesh Bhattacha*

The Reservoir Gods

90%

<http://www.seebolan.co.uk/~magpie/mrsgn.htm>


users who have taken the Falcon to its limits with their programs. Not only have they updated golden classics with a Double Double and Trips to make use of the Falcon's enhancements they have also programmed Nintendo Gameboy and NES emulators so you can play games for those platforms on your computer. All these games, utilities and other programs are

available for download from a huge site and links are provided to other coder pages.

Sadly the site will shortly be closing down so take a look before they do! The new site, although different to this one will be online at

<http://www.primo.co.uk/~mash/brn.htm>
Danesh Bhattacha



What? What, a what? If you have a Palon The Reservoir Gods site is a definite must visit - great graphics, really is a cut-out, and very informative. The Reservoir Gods are a bunch of

SITE NEWS

CylindRider Update

All CylindRider Atom storefront programs can be downloaded via ftp using an ftp client from <ftp://cylindrider.org/ftp/cylindrider.net/ftp/> (anonymous password: `cylindrider` email address: `cd@pub/atom`). Alternatively via your web browser: <http://TheCylindRider.net/ftp/> or <http://ftp.cylindrider.net/>

MOS 68k available

Find your software at <ftp://mirrors.dl.ac.uk/m68k/> (note: some mirrors are `/users/m68k`) and look for the "public download directory" at the beginning of the page.

- MOS6844 L2H is the 68000 binary and BIOSROM
- MOS68430 L2H is the 68030 binary and BIOSROM
- MOS6844_3_L2H is the source archive

New features in this release include:

- POP2 mail client, although the `pop3` command and `pop3` protocol are not implemented in Atom MOS - does anyone need them?
- Atty for wrap up to try GROUP and STAT commands after a failure occurs with the MAILINGMAIL command
- Enhanced Help function
- Improved keyboard handling

There is also a MOS mailing list which you can subscribe to by sending an email with the subject line: `SUBSCRIBE MOS` to redwood@bigblue.atnsw.net



Niall Roughley's Atom-related web pages have recently moved to the following addresses:

- What's TOS? http://www.doc.com/people/roughley/ios_what.htm
- TT Overview <http://www.doc.com/people/roughley/overview.htm>
- Atom Timeline <http://www.doc.com/people/roughley/timeline.htm>



Around half our subscribers take the Reader Disk. The combination of material files, listings, PD/Starcade and exclusive software is unbeatable and not available anywhere else. Individual back-issue copies of the Reader Disk are still available. Please refer to page 7 for ordering details.



Desktop Solitaire v1.02
Playable demo
Copyright: Kodes Development
This is a fully playable version of Klondike (also called Patience) at its lowest/intermediate difficulty level. Runs at any resolution: 480x320 or higher. The commercial release features eight different games and offers three different difficulty levels.

M Player v2.05
Shareware, QuikSource Teles
M Player is a QuikTime and Art player with sound, and a MPEG, FLU/FLU, SD, RT+SLT, RUM, DL, OR, CDH, CDL, COW player. M Player can also create QuickTime files (images and sound), QuickTime VML files (Interactive Video) or Art files (images and sound) of RUM files (images and sound) and mirrored GIF files. Documentation is in English, German, French, Swedish and Spanish is included. We have also included the ST/STx version. These unregistered versions are fully functional but restricted to proprietary display.

Brookers Tutorial
Three MP3 format samples to accompany the tutorial in AC#11.

Simple Script v1.30
Freeware, Mark Wherry
A utility which enables you to write scripts to control CDROMs for various applications. Use Simple Script to automate online sessions, printing files, playing samples and so on.

MIDI&C EXCLUSIVE
Freeware, Danny McManis
This program illustrates how easy it is to write a simple monophonic MIDI sequencer, and also the ease with which MIDI data can be manipulated. Compiled TOS and GEM versions are included along with the Lattice C source code.

Hitlist BASIC Tutorial, EXCLUSIVE
Copyright: Paul Jones/Warri
Compiling 1994
PCD (Print Documents) Chit program and source code to accompany the Hitlist BASIC Tutorial in AC#11.

Unofficial Test 2 HYP
PD-95 Freeware, Mark Roper

If you own a copy of Test 2, this ST Guide Supplement is the ideal online companion to the printed manual.

FreeDMM v1.7
Freeware, Katherine Pitts
FreeDMM is a small utility which runs as a program on

desktop to monitor and measure your memory consumption, the more LEDs in the more memory you're using.



Include English, German and French ROM files.

HEIMON EXCLUSIVE
Freeware, Danny McManis



This is a simple program to display MIDI messages. It is designed to explain the way most common MIDI messages are received and sent, so you can then use this knowledge in your own MIDI programs. Compiled TOS and GEM versions are included along with the Lattice C source code.



Sally Stratos I went into a website and we have no firm dates yet. (We only do it to keep you fully informed on how things progress with the CD.) Like you we're disappointed, but in our pain we acknowledge the producers of the Stratos CD-ROM is beyond our control. However, what we can do is offer CD-ROM subscribers who want to get their hands on the Reader Disk software, the opportunity to do so - just complete the form below and we'll adjust your subscription's accordingly.

- ☐ Please send me the AC#11 Reader Disk now, replace my CD-ROM subscription by one, and continue my CD-ROM subscription.
- ☐ Please send me the AC#11 Reader Disk now, cancel my CD-ROM subscription, and send me Reader Disk from now on instead.
- ☐ Please send me the AC#11 Reader Disk now, I've previously converted my Reader Disk subscription to CDs and would also like to receive the following Reader Disk which I have ordered. I understand my CD subscription will be reduced by one for each Reader Disk ordered.

- ☐ Reader Disk 7
- ☐ Reader Disk 8
- ☐ Reader Disk 9
- ☐ Reader Disk 10

- ☐ Please cancel my CD-ROM subscription and send me a refund.

YOUR NAME

YOUR ADDRESS

Send the completed form (photocopy or redraw details on a plain piece of paper are also acceptable) to:
AC Sales Options, 78 Burnock Drive
TBDON, Ayshire SA13 4HZ
SCOTLAND

Unofficial Textel HYP

77%

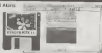
Documentation: **Freeform, all Atari**

Author: **Mark Popley**

Textel: rdh@popley.com or at
<http://www.popley.com> or at

In ACPH we covered Mark's unofficial **PagePro LT** Guide hypertext and in the same piece Mark has now turned his attention to **ATari's Textel v1.0-0.5**. Although the German release included a hypertext on English hypertext has been released.

Furthermore there were some extra features which made it into the release but do which were not covered in the printed manual so the hypertext covers them. However a few mistakes in the manual led to broken some sample buttons



examples for demonstration purposes.

The HYP included in the latest German distribution of Textel (currently version 2.1) weighs in at 1.04Mb and covers every feature and menu option. Mark's HYP isn't nearly as comprehensive around one sixth the size of the original and because a double hitler the most types of the

German HYP was included the content remains fully usable. However keyboard access through Textel is possible and the rules can be edited via Textel.

The unofficial **Textel_HYP** package has two items:

- To reproduce certain external items covered in the manual, enabling help to be available from the desktop.
- To provide some basic instructions and examples on the use of spreadsheets in a business environment.

Textel_HYP (HYP) does not automatically add items to a **PagePro**, all Textel users should get hold of a copy.

Jon Cooper

FreeGEM v1.7

83%

Utility: **Freeform, all Atari** running

replacement **AGS** v1 or later

Author: **Katherine Ellis**

Email: kell@compuserve.com

<http://www.computer.com/~kell/>

FreeGEM is a small utility programmed by Katherine Ellis, which runs as a program or desktop accessory and enables your memory consumption, the more LEDs in the mode memory you're using. Both ST

and TT owners supported. When the ST's using more than 80% of available memory the back LED is displayed which serves as a visual indicator you're running low on memory.

The **FreeGEM** window can be loaded to side-pane in use and in this state memory checks are not performed, with it uses CPU time. Alternatively the window gauges can be hidden which just leaves the LEDs which can be hooked away at a corner. It would be nice to be able to position the LEDs to the right of the

mouse bar but whatever device be dragged into the mouse bar area.

Under **MagiC** running a 256-colour resolution the background window pattern is displayed as specified (like instead of mouse bar on my system). Sections of colour palette is defined. Instead of changing my palette I simply select the RGB bar for my own personal use instead. Separate English German and French RSC files are included in the distribution.

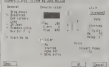
Jon Cooper



Stewart v1.10a beta

88%

Stewart v1.10a beta by John Stewart



Utility: **Stewartware**, **MagiC** (v3 or later) required

Author: **John Stewart**

Email: John_Stewart@compuserve.com

<http://home11.att.net/~jstewart/>

John_Stewart@compuserve.com

Stewart is one of those nice utilities you'll either love or hate. Stewart offers a variety of options to change the look and feel of the single level **MagiC** interface

as shown in the main dialog. This open beta release, which currently be used by creating registered Stewart users, offers many new features:

- Replacement **MagiC** pop-up menus. This offers the following advantages over the built-in menu:
 - Applications listed after other screens.
 - Applications are sorted alphabetically.
 - Mail icons can be displayed (also required).

- Option to switch to the **Mac Finder** (for **MagiC** Mac users).
- Long filename support.
- Ability to recall **Start My Life (SML)** icons in the mouse bar, instead of the usual button on the desktop. The icon is user definable via a RSC file.

Although this is a beta release the German version was released just over a year ago and I've been slight without problems for several months, or so put in another way there's a lot of reasons for wanting users not to give it a try.

Stewartware registration costs £1 a month/yr.

Jon Cooper

SL Upgrade or Re-Birth?

Here's the reason why you've considered legal and legal your Atari theme and how years, also great news for those existing Calamus users who are considering an upgrade.

MGI Software Corporation, the Canadian company who created this beautiful RIP package, has now released the English version of the long-awaited Calamus SL98 upgrade. The production of this major upgrade has been heavily slowed by the arrival of a new development team who have been hard at work bringing a new look to the Atari version of Calamus by including a lot of up-to-date features.

X By far the most significant aspect of this revision is MGI's inclusion within the basic package of some of the hottest optional modules. These include Round Gridley Thread's and Fontline plus.

X There are several refinements to the user interface including new style loading dialogues boxes, support for 3D display boxes under VGA & Mega, Mac/PC/Lin, and some new look sets.

X The Mark Manager/Function is now incorporated in the program and this eliminates the need for a separate Macro module.

X A new Colorline Module provides comprehensive control over guidelines, and lines and magnetic frames, their automatic placement and the colour position of help elements.

X A NEW Best Screen Loading Feature, enables the user to proportionally adjust the text size within the frame by dragging the corner of the text frame.

X A NEW Frame Background feature allows the user to include different frame types as background within a text frame (see the Manual).

X A NEW Feature allows text frames to have their own margins. This has been designed to be used in conjunction with the Background feature position mentioned.

X A NEW Feature has been added to allow frames to be visible outside the Document display inside the RIP area, this gives the user the option to place unused frames outside the page area for later use.

X A NEW Feature allows the Document display inside the Page area to set any print colour (ie grey window backgrounds any more).

X A NEW Feature allows the option to convert raster images between bit planes, monochrome, grey, grey palette, RGB, RGB palette, CMYK and vice versa.

X NEW Frame handling features include including Multiple Selected Frames can be moved as one, Frames grouping and ungrouping. The master pointer can now change to identify the use of several functions, including Proportional Marking within. A number of functions can now be utilized by using the mouse pointer in conjunction with certain key combinations.

X Several new RIP input/output drivers have been added, adding access to additional RIP formats such as Windows Photo CD (Image), Photoshop PPD (Image), Export, Windows BMP (Image/Type) and MAC (Image CD open).

PLANS FOR: MGI Software Corp. plans to use our continuous improvement and we reserve the right to change the specifications of this package at any time without notice.



Calamus SL[®] 98

For Professional Design & Layout

Introductory Price
£ 179.00
 inc. UK Classing Postage and VAT
 This offer is valid from
 1st October 1998 until 31st December 1998
 Normal Retail Price £ 299.00
MGI Calamus SL98 Demo
£ 2.00 (it is a disk) for PC/Lin and Mac
 Calamus is a trade mark for MGI Software Corp.

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SL92/93/94/95 to SL98	£ 129.00
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1.0/1.09n to SL98	£ 159.00

being in mind the fact that Calamus SL98 now includes four modules which used to be available only at more cost. These upgrade prices are better value than ever.

To qualify you must return your original master disk(s) with serial numbers together with your conditions. Any disks posted to us should be sent Registered Post with Insurance. In-Print Solutions Ltd cannot take responsibility for any disks lost in the post, other than those we dispatch to you, which are insured in any case.

All all upgrades and additional modules have to be supplied from Canada, please allow 28 days for delivery.

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Fax: +44-(0)1304-372141

Email: ips@clx.co.uk

Web Site: www.clx.co.uk/~ips



Please make all Cheques / Postal Orders payable to 'In-Print Solutions Ltd' In-Print Solutions Ltd are the official UK distributor for MGI Calamus.

Getting Layered

Using Layers with Layout to good effect. David Encill tells us more...

So far we have dealt with the basics of DTP and some of the more complex issues of DTP terminology. To progress further, this issue examines some design issues and other features that DA's Layout can offer.

Layers

The ability to handle layers within a DTP package is a very useful and often unused feature. If you were required to produce a multipage design which incorporated a logo or a background watermark, how tedious is the same process on every page: the last thing you would want to do is copy the logo from page to page. But if the logo could be placed on one layer, and the layer automatically copied to every other page, that certainly is a damn sight happier!

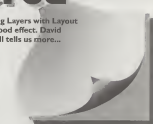
DA's Layout can handle this easily. Imagine each layer as a transparent sheet of paper. On each of these sheets you can build up the page from separate components. The bottom layer would contain all the elements that was required to be duplicated on every page across the entire publication: watermark, footer, headers, page number etc. and more importantly, registration marks and colour calibration strips.



Using this article as an example, it would be ideal to duplicate the site banner for every page. However there are instances when they would not be required, such as where adverts are inserted which use the entire page. In this case it is extremely easy to 'hide-out' the unwanted objects with a simple box containing white line and fill attributes—or just simply delete the background objects for this page!

Firstly start with a new document and create a new layer (a single layer already exists as default). Now set the (Root Layer) to ensure that Layer 1 is under Layer 2. Switch to Layer 1 and create the desired background set-up. Duplicate the page by pressing on the (Copy current page) icon repeatedly to create the number of pages required in the document. That's it! You get it all you need to do!

Left The Layers Menu: Note the three layers used in this document. The (A) button indicates the current active layer. (B) indicates all layers are (C) showing and (D) indicates (E) button doubles the layer.



USING WATERMARKS

A versatile design concept that adds panache to a document and can be used very effectively in letterheads and adverts.

As described in the main element of the article, this should be placed on a background layer so that text and graphics will cover up the watermark. The word 'subtle' is very important. A light, general watermark is suitable to use as a test level between 10% and 20%. The level of 'subtlety' depends on whether the document is being printed to film, in which case 10% is far used, or via a desktop printer where a lower level is appropriate.

Watermarks do not work well when the document is photocopied. The copier can also make resulting a watermark that being difficult to read as if the text is too light, the watermark becomes invisible or patchy.

A sample watermark has been placed in the context of this page with a 20% test. Obviously I have no way of knowing if this was successful, and the response is posted!

the file, spreading the work out among the three, with each one creating one page, making three layers, however the overall effect is the same. The reason for adding a second layer is to the main document can be to keep it in one layer, Layer 2, without making the other two the background, which

Lower: 10000

It's important to think about how many levels of objects are used. It can be represented with a minimum of two objects and more than two other pages, or even more selected objects between levels, or different pages, or just lower-level objects can be placed under or over other layers. The ability to find and use individual levels in different layers can be used effectively in different documents—just really useful when the same layout is used and the same data is used.

Likewise, common sense dictates layout, which is why, central where a page is dominated by images is which could also slow down the screen reviews. If heavy graphics is contained within is also screened as often tagged. It is advisable for this reason to place much of the numbers, with a separate list.

Overall the housing initiatives are extremely powerful and a multi-headed tool to open up several possibilities for the fifth year.

Vector-Valued Transform

Tied in a braid, to explain another series of the GPs layout anomaly. The binder from Westborough was found to be included with the standard version of GPs layout and run for cases were effectively to also binder objects as though they were being wrapped around a completely non-existent WC object.

Eight Two of the standard
pairs suffered during the
harsh winter, which is re-
sulting in a significant decrease



After clicking on the Review Notepad you will be presented with a variety of preset sets. Clicking on any of these presets places 1 onto the page. To erase the net select the Erase/Net icon, then hold-down the (Shift) key and click along with the mouse button on any of the points.

And thinking on one of these points too (child will usually try not to let others know she's sad).

To transform a vector object onto the model and not bound above the (M00) long select the object, and select the Transform object (M00).

After a few moments the vector stopped extending and stopped around a completely re-definable 3D object. Used with the 3D Extensio tool, users can:

After clicking on the **Slider** link, you will be presented with several prebuilt sets. Click any of them to place it on the page.

Further Examples

Professors may want to call it their own, and they can. But we believe that the book will be most useful if it is seen as a collective effort. We have written it for the teachers who have helped us in the past, and for the teachers who will help us in the future. We have written it for the students who have helped us in the past, and for the students who will help us in the future. We have written it for the colleagues who have helped us in the past, and for the colleagues who will help us in the future. We have written it for the world that has helped us in the past, and for the world that will help us in the future.



applied to give the illusion of a light source positioned to the left and further the 3D effect on. These vector objects can still be transformed in the usual way (stretch, repeat, rotate, perspective, distort, etc.), although once transformed the text is dead and cannot be altered.



Next, recall the \mathcal{H}^1 norm is used to if the examined and used in comparison with the Helmholtz boundary to estimate some results. Consequently, (4.10)–(4.12)

PRINTED TERMS

[illegible]

1000

[illegible]

Decorated Windows: The windows in windows that display the the latest God Reader. A row of pictures or icons used to fill the space. God Readers are most often used in numerical tables or tables of contents.

Ellipses (three dots) ... I usually used to indicate an omission of words. To place an ellipsis in text, use the *Insert>separator>and then, in most applications, an when an ellipsis follows a word, then this indicates that changing the word will open a dialogue box with further options.*

Conclusion. The photoreactive coating did show no reaction.

EPS: An abbreviation for Encapsulated PostScript file, which is a graphics file format that stores high-resolution pictures. An EPS file contains a PostScript image for printing and a separate low-resolution

First line indent: The distance between the beginning of the first line of a paragraph and the margin of the text block. In GDI+ Layout, a positive value creates an indent; whereas a negative value creates an outdent (also known as a hanging indent).

Form: A complete set of observations (letters, numbers etc.) that share a common domain or features.

French laid. A page printed on one side and then folded at three right angles, to form four parts.

Apologies for not including the sample advert as promised last issue. Due to the lack of space this was not possible, but I hope to include one in the next issue, along with an examination of the potential TPO estimate used.

DAYS LAYOUT W6:

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TLA:VIEW www.tlacomputer.com
A complete drive control system. Plug-in, modular, is freely downloadable from our web site. www.tlacomputer.com/dv

GemDemo - AssemblSoft & Dead Hackers Society

Get Started: ask@deadhackers.com or
 Anders Eriksson: ask@deadhackers.com or
<http://www.deadhackers.com/gemdemo/>
 Requires: Atari compatible computer
 68020-CPU or higher, 1M or 1.5 MB graphics
 mode and enough memory to load any
 demo modules you have installed



Welcome once again to the Maggie pages. Firstly, we bring you a new and somewhat approach to breaking down the barrier between the GEM legal world and the rules of the demo coders. GemDemo is this result and you can read all about it here!

We also have a preview of a review of one of the more distinctive Quasi Party demo entries.

Just for the record the Bigger? review is AC12 was written by Chris Holland and Richard Spawen.

The Maggie pages have never been described in the former's Gods page which can be found at:

[Fig. /fig.dan.se](http://fig.dan.se)

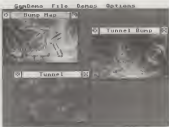
There is a poster from our original site to the new page. With the addition of 128Kb extra webpage on GemDemo's servers we decided to revamp and extend our original site with even more Atari-related content along with other features.

The main .org domain address has recently been made available courtesy of Richard Denny, former owner of Robot Demos Group. Various Atari related sites now reside under this domain including the Dead Hackers Society at <http://dhs.dan.se>

Finally, we're pleased to announce Maggie #28 is also available from the former's Gods site. There are separate FidoNet and ST versions if you're running the Paradise emulator download the ST version.

See you at ACC 99

Richard Spawen and Chris Holland
 The Maggie Team



GemDemo is a project for making some of the most popular demo effects on FidoNet computers available to a wider audience. It's also a way to observe which computer is best suited for demo coding and to prove that GEM as assembler is cool. Over to Mr Plok

This combination of the words Gem and Demo is enough to strike fear into the heart of even the most hardened coder. All those obscure VGA and AHA cards, those unexplained pain and poison arrays. Trap #12 - The worst graphics routines known to mankind!

So when CHS announced they were working on a GemDemo, expectations can be best described as "initial", but once open they have surprised us all.

On loading GemDemo you are presented with a menu bar with entries for GemDemo File, Demos and Options. That Demos entry looks quite strange in the environment, an uncomfortable stranger in a new territory. There it is, revealed in Dad land, and he has got some codes up his sleeve.

The words "GEM" and "Demos" conjure up two entirely different images. When I think of GEM I see large areas of Atari green, system failure problems, flickering mouse pointers, crashes (yes the worst possible old was no clipper). For Mead, the Open University and!

When I think of Demos I'm transported to a different dimension, a strange and exciting new world where GEM data flows in the Demo lab and never "poison" and "a waste of time" under their breath to which I could never get a life guard!

It's unthinkable these two formerly warring sides could ever find any common ground out of Hell. But, ally, assisted by CHS Standards of Atari's Lab

has turned out to be the Nelson Mandela of the demo world, breaking down the spiritual barrier GEM data and Demo lab. So let's put our prejudices aside and let's GEM.

GemDemo provides an interface for demo coders to create Modules, demo effects that are displayed in a GEM window. This beta version comes with three different effects, similar to every CHS lab.

- Dump Map
- Tunnel Dump
- Tunnel

Simply select an effect from the Demos menu and it's displayed in a GEM window. I was amazed by the speed of the Dump Map given the overhead of GEM. Even under a high VGA you can run the three effects simultaneously. Of course the more effects you run, the slower things go.

GemDemo provides a neat mouse-clicking box which indicates the current frame rate and you can reset the counter or use other programs have unfairly slowed the average. You can also choose between the GEM VGA mode or direct output, which is much faster.

Turning Clipping off also speeds things up, but can lead to screen refresh problems (for example, if the demo window is behind another window) and crashes if, for example, the demo window is off the screen.

Windows can be dragged around the screen and even scaled. Clicking on the latter window grays displays a small popup menu to set the demo window to normal, double or quadruple size.

Obviously the bigger the window, the slower things go, and the effects don't look as pretty with chunky bits!

Under multitasking operating systems such as Mac OS there's finally something a little more sophisticated than the

smoking. Good Darts does no more than your friends!

GoodDarts is not only a way to bring Falcon demo effects to machines like the Milan and Hades - it could also have the reverse effect, allowing some with PC's left running Atari emulators to make modules for it too. Just as the 128 byte games locked some-day people may expect I can imagine a few of Atari customers sharing about their copies of Demagic to create some GoodDarts modules.

GoodDarts is a brilliant and impressive demo which is both amazingly quick and entertaining as far as a huge movie effects are poured to modules there.

Hey! How about turning the concept on its head and make Demagic20M - a demo that runs different versions of GEM in 16bit windows?

Mr Pick

K - 90%

Entertainment - Playable preview, Falcon only

It's a processing "Mario Kart" style game for the Falcon. The game is being developed by French demo makers EGA, who are also reported to be working on prospects for the mysterious Czech "Phoenix" group/Falcon class.

What we have here would not disgrace the computer or indeed a standard work Falcon - which this preview runs quite happily on. The premise is a fun-looking of slightly limited single training track level. The graphics are drawn by Daniel "Fus Deltano" under various business which normally proliferate in their demo releases as the driving scene of the karts is most!

The rest of the graphics, from the introduction and menu screens through to the game graphics, are all of the very highest standard - not a per with top console games. It has surprised the full version of the game will be a commercial release.

The gameplay is a superior version of the classic "Mario Kart" premise in addition to saving the other cars on the circuit, there are also bonus power-ups to assist the player. Obstacles, such as walls,



Illness - 80%

Entertainment (Demo) Falcon only, 4Mb, RGB required. Author: Escape

This demo was released at the Polish Quest Party last August where it was a distinctive entry on a very packed competition.

Escape always had had a reputation for doing the most thing when they resided in the 1997 Subconvention with their amazingly early 56000. Center demo. This latest release confirms their idiosyncratic approach to design.

Conventional demos take a soundtrack and load a parade of effects down it. Some very good demos synthesise the changeover and progression of effects in

time with the music. A very select few are able to create a 'mood' with an idiosyncratic combination of the audio and visual parts being the sequence of each transition a whole - greater than the sum of the individual parts. "Illness" does exactly that!

The 'mood' of this demo is dark. There is no more technical wizardry as the score based on fundamentalism: no fancy lights or textures (though 3D indeed) without the soundtrack, it would be very hard to tell just what is going on with the 'Jackson Pollock on a high inspired couch'.

Somewhere the cleverly blended and manipulated soundtrack grabs you and you'll keep coming back for more.

Chris Holland



and water are not as easy (but it's worth knowing yourself too much as 'floating' the engine of your kart if possible into a lake!)

The full release version of this game should be another welcome to gaming on the Falcon in the same league as Raving

and Lotus of Creation, with extra features such as a linked/Falcon full multi player mode! This one is one my work list!

Chris Holland

**Download Maggie 26
and check out the
new Maggie pages at....**

<http://rg.atari.org>

Download Maggie 26 and check out the new Maggie pages at....



Q&A

"We always have more answers than questions"

The secretest principle!

I had my old Computer and external hard drive stopped talking to each other. I was replacing the cable, but that made no difference so I bought a replacement hard drive but that wasn't the problem either! I began to suspect the DMA chip that Dave in TUS seem removed the problem drive as a faulty power supply in the hard drive case.

So now I had two working hard drive mechanisms and no case! After some head scratching I remembered the SCSI Buffer cable advertised by AAP in Atari Computing. After some helpful advice from Chris Crossley (AAP) I bought the cable for £18 and a PC ran for £22. I have two both hard drives and a CD ROM player housed in a neat case with no cable anywhere possible. I'm a happy Atari relation again!

John Lockhart Oakes Manchester

Unknown Device?

Q I have an ST system using the SCSI 1, via 2 hard adapters to access a CD ROM drive. I'm into assembly language programming and want to read data from a CD ROM (storing audio CDs) into a program. It appeared as the code to use the GEMDOS Read calls but all I get is the return code 01. Unknown device - when the device is clearly known to the desktop and CD accessory player. Also can you recommend any books or sources of information to control SCSI devices, assuming GEMDOS calls are a non starter?

Gary Smith Park

A Not all CD ROMs will allow the transfer of audio data over the SCSI chain, so that may not be an option anyway. Can anyone else help?

Dermot Croker

Cookie Magic?

I Some applications look for Cookies when saving themselves up but they don't always look for the right vendors or interpret the results correctly. For example, I click the icon to check for long Screen capability by looking for the "MNT" file in . The good news is you can change

this in a disk editor to "MagC" and Gobb Pro will then display long Screen as when using under MagC. Other applications look for "MNT" making the assumption MNT = Main TOX and AES 4 which is wrong because AES 4 can be installed without MNT and vice versa.

Neil Job



A But the users might also try to look they can stop with a disk editor by giving 'mmt' as a command line parameter.

SHUTTING GMA

The tip to pull down the rear timer of the printer (which switches off the heater and the fan) is only applicable to the older LHM84 printer.

There are two alternative ways around the problem, which is due to the controller loading the DMA bus of the Atari if the printer is switched off. One involves folding with the components inside the controller and the second involves making up some simple hardware. Anyone interested in either of these solutions can contact Dermot Croker directly by email or write to him via our office address: dermot@bt.computek.co.uk

Shutdown Magic?

I Changing resolution in MagC seems to take longer if you use a replacement shutdown program however there is a way to speed resolution changes up a bit.



- 1 Copy the original shutdown program that came with MagC into your `Thang\open\MagC\disk` folder and rename it to `SHUTDOWN2.PRG`
- 2 Load the GEMDOS PRG editor via Kells ST or other disk editor (making sure you keep a back up first)
- 3 Now search the file for the line that says `SHUTDOWN.PRG` and when you find a change it to `SHUTDOWN2.PRG`

- 4 Save the altered file and now you should find when you shutdown MagC it loads your backup replacement Shutdown program but if you're changing resolution it uses the plain vanilla Shutdown instead! (the best of both worlds)

Neither Atari Computing nor the author accept any responsibility for the loss of any data you may experience as a result of using this tip!

Mark Burton

Lots of questions?

Q I have some questions I have been wanting answered for a while but I found only just got around to asking them!

Q I have been told "multisync" monitors can be used on Atari systems to display low resolution and high resolutions, but I am wondering how it is possible I currently have dedicated mono monitors and colour TV sets but would like the ability to view all these resolutions on one monitor?

Q I have been using Setra's res emulator with MagC, and have recently noticed while Setra is running I cannot use the program manager via the `[Alt+Esc]+[Control]+[Esc]` key combination. Are there any other internal resolutions available?

Q Do the GenX drivers work on flatbed scanners other than the Micro models? I've seen a Phaset scanner for around £30 and I presume the internals are all fairly similar between models, but does anybody know for sure? I need just that used the parallel port, with a through port to a printer can it be plugged in. Although I also have a PC and will probably be able to convert images to an Atari readable format, it would be so much simpler to plug it into the ST!

Q Are there any GEMOS printer drivers compatible with the Epson style colour 300 printer (aimed at use which can take advantage of colour and 720dpi resolution)? If there are, can you tell me where to get them?

Q Finally a question that has bothered me for years. Programmers use programming languages to write software but who writes the languages for the programmers? I realise it would be possible to use assemblers to make high level languages but what is used to make low level languages?

Thibault Thivier Carls

A 1) Some multisync monitors are capable of displaying all three ST resolutions. The only one's I've ever noted NEC 30 model was a popular choice. My Display Mastertron on £100 47940H supports Crystal Palace Cardbus (great) for up to date screen resolutions

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[illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

NOTE: The following information was obtained from the records of the Department of the Interior, Bureau of Land Management, and is not to be used for any purpose other than that for which it was originally intended.

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- Graphics/wxlib.oop SpeedoGDCS driver for Texas Instruments monitor
- Graphics/xm.oop SpeedoGDCS driver for TGAAS instrument Monitor v1
- TestLib_IL_Apache Drivers HP Laserjet HP for SpeedoGDCS
- Utilities/drivers.oop DDC/Space drivers for SpeedoV2 Monitors

Bernard Coudane

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His team consists of experts who can take almost any AIDS-related question you care to throw at them.

West Computing Group, 45 Hill Road
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Figure 1 consists of two bar charts, (a) and (b), showing the percentage of respondents for different age groups across two categories: 'No' and 'Yes'.

Chart (a) shows the percentage of respondents for the 'No' category. The y-axis represents the percentage (0 to 100). The x-axis represents the age groups. The bars are colored blue for 'No' and red for 'Yes'.

Age Group	No (%)	Yes (%)
18-24	~85	~15
25-34	~75	~25
35-44	~65	~35
45-54	~55	~45
55-64	~45	~55
65+	~35	~65

Chart (b) shows the percentage of respondents for the 'Yes' category. The y-axis represents the percentage (0 to 100). The x-axis represents the age groups. The bars are colored blue for 'No' and red for 'Yes'.

Age Group	No (%)	Yes (%)
18-24	~15	~85
25-34	~25	~75
35-44	~35	~65
45-54	~45	~55
55-64	~55	~45
65+	~65	~35

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The new digital tracker is a powerful tool for creating and editing digital audio. It includes a powerful sampler, a digital effects generator, a digital sequencer, and a direct-to-disk recording system. It also includes a digital effects generator, a digital sequencer, and a direct-to-disk recording system.

MIDPLAY

A MIDI file player, MIDI file editor, and MIDI file converter. It includes a powerful sampler, a digital effects generator, a digital sequencer, and a direct-to-disk recording system. It also includes a digital effects generator, a digital sequencer, and a direct-to-disk recording system.



LIVE MACHINE

A MIDI file player, MIDI file editor, and MIDI file converter. It includes a powerful sampler, a digital effects generator, a digital sequencer, and a direct-to-disk recording system. It also includes a digital effects generator, a digital sequencer, and a direct-to-disk recording system.



The new live machine is a powerful tool for creating and editing digital audio. It includes a powerful sampler, a digital effects generator, a digital sequencer, and a direct-to-disk recording system. It also includes a digital effects generator, a digital sequencer, and a direct-to-disk recording system.

EXPAND

The new expand is a powerful tool for creating and editing digital audio. It includes a powerful sampler, a digital effects generator, a digital sequencer, and a direct-to-disk recording system. It also includes a digital effects generator, a digital sequencer, and a direct-to-disk recording system.



PRICES:

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All prices include VAT, and are for the UK only. Prices are in GBP.

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